
SNES EXCLUSIVE
SUPER MARIO KART!
N-FORCE
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September 1992
THE UNOFFICIAL ACTION MAG FOR NINTENDO GAME FIENDS!
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CREATING 90'S READING
N-FORCE is an independent magazine and is not connected with Nintendo of America Inc.
FAB 16-PAGE NINTENDO TIPS BONANZA!
SNES
SUPER BATTLETANK
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LITTLE MERMAID
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SUPER KICK OFF
YOSHI
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line-up

A Nintendo fiend's dream come true!



Super Mario Kart
The hottest new game of the year wheels onto your SNES. Check out our EXCLUSIVE look on PAGE 12!

Yoshi
The loveable Mario dragon stars in his very own NES show. Tune into our EXCLUSIVE on PAGE 28!

The Blues Brothers
The boys are back in town an' lookin' good. Boogey on down with our EXCLUSIVE review on PAGE 30!

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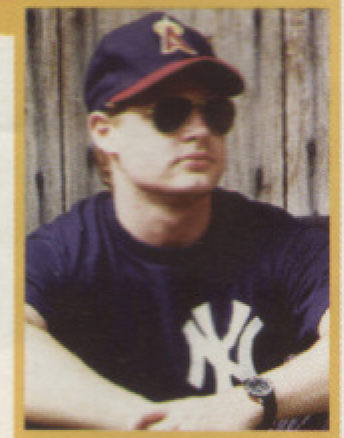
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N-FORCE *is an independent magazine from* Europress Impact, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW Tel: 0584 875851 Fax: 0584 876044

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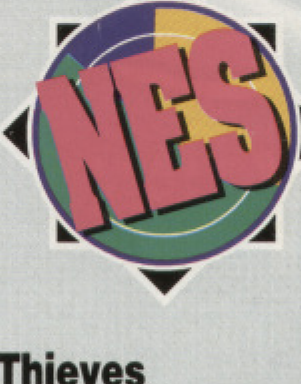
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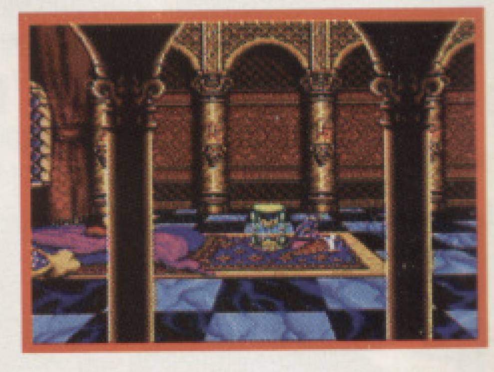


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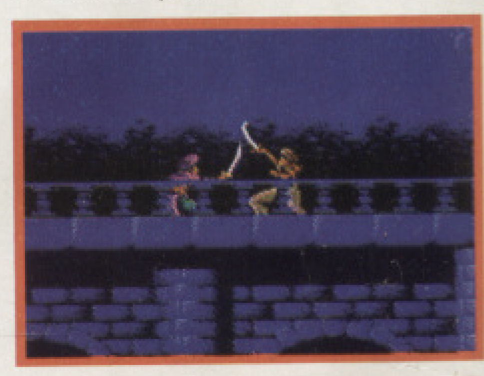


Open Sesame!



Winging its way onto an SNES near you soon is the splendiferous *Prince of Persia* — a tale of magic carpets, evil rulers, gorgeous princesses, nasty basts and pointed slippers.

Excellent animation, devilishly difficult obstacles, atmospheric music and sprites created by studying old black and white sword fighting movies result in an excellent and realistic blast. Watch this space…



Here, there, everywhere!

Yes, it's that wacky plumber with the red dungarees again. He seems to get absolutely everywhere — whether it's on the TV screen or standing smiling with a paintbrush in his hand next to the new SNES mouse — a main feature of his new game, *Super Mario Paint*! To catch up on his latest escapades read on…

Cartoon capers

What's your fave cartoon character? Bugs Bunny? Mickey Mouse? It'd better be Mario or you can leave the room right now!

Mario and Luigi have their own cartoon series on The Children's Channel with lots of wild adventures in Mario Land with all their friends and worst enemies.

Appearing in the forthcoming new series are Princess Toadstool, King Koopa and Toad the mushroom. Thirteen half-hour episodes have been made, so this is a Super Mario extravaganza no N-FORCEr should miss!



Pictures of Mario and crew courtesy of the Children's Channel!

Super Mario Mart

Speaking of Mario, is there anything you can't get with the little fat Italian spaghetti slurper on it these days? We've seen Mario duvet covers, sandwich boxes, mugs, watches even (shock, horror) Mario console games! Latest sightings from the snoopers is an enamel Mario badge costing £1.95. It's just the shot to impress your friends!



Hide the razor blades…

Oh, no! More Lemmings

Yes folks, extra SNES levels for the brilliant save-'em-up Sunsoft game are on the way.

Lord of the Ring!



The 263-pound punching preacher's back and this time he's on the Game Boy.

Viewed over the shoulder of George, you compete in ten three-round bouts with true-to-life boxers of increasing difficulty.

At the end of each round there's a round up of punches thrown and landed by yourself and your opponent.

George Foreman's KO Boxing will be available in November priced £24.99



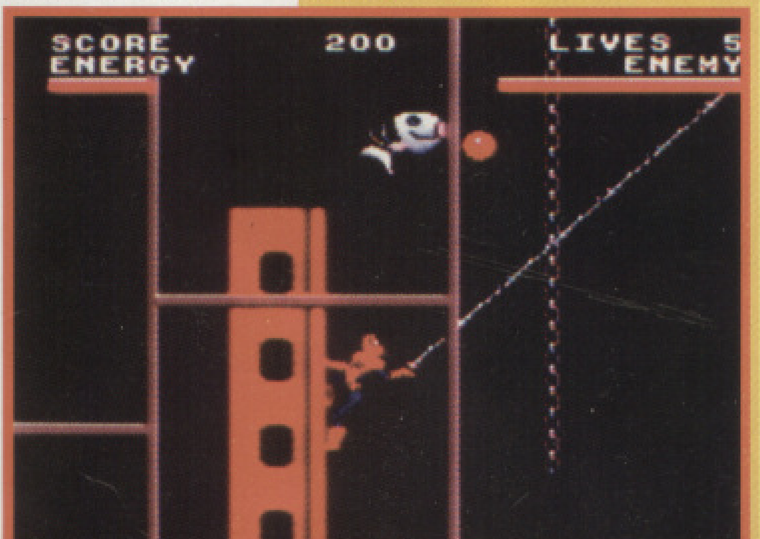
Hanging by a thread

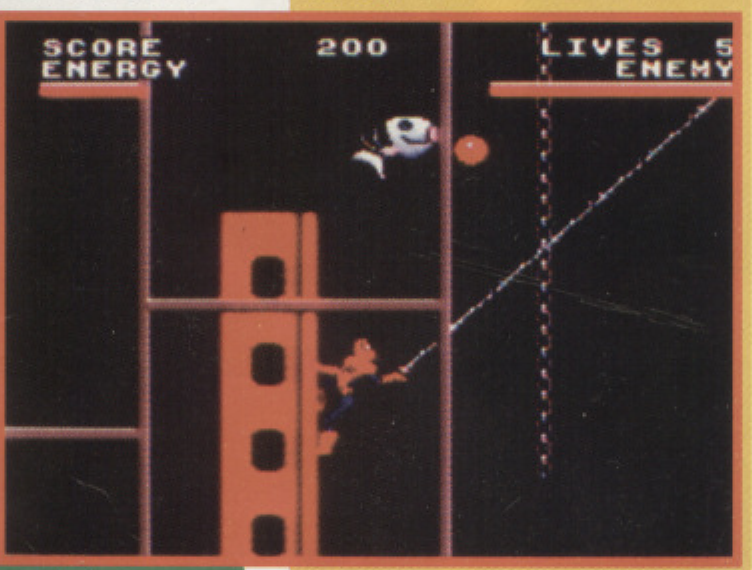


Marvel Comic heroes are bursting onto the SNES this November with the partnership you've all been waiting for — the crime-fighting savvy of Spider-Man with the mutant powers of the X-Men.

Use the Adamantium claws of Wolverine, the webs of Spider-Man and whatever Psylocke and Cyclops can give you, to defeat the mind-altering scheme of the deadly Arcade! It's just you against the forces of evil.

Out from Acclaim in November, *The Amazing Spider-Man and the Uncanny X-men* will set you back £44.99.



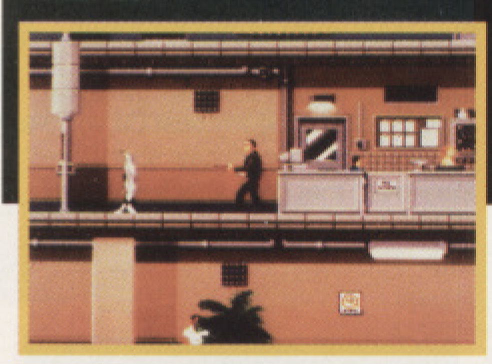


Termination time



It had to happen, *T2* on the SNES, available in November priced £44.99and wow, is it lookin' good.

The hit movie of 1991 grossed $500 million, and with many of the multi-million dollar special effects being recreated on the 16-bit system — such as the seamless morphing of the T-1000 from liquid to solid form — this game from Acclaim looks set to be a winner too!



Oh the tangled web we weave...



The web-slinging wonder's back on the Game Boy, but this time he's in trouble! Waking from a deep sleep Spidey's shocked to find his super powers have disappeared!

To retrieve them, battle through five challenging levels until the final confrontation's reached atop the Empire State Building! Available November from Acclaim priced £24.99.

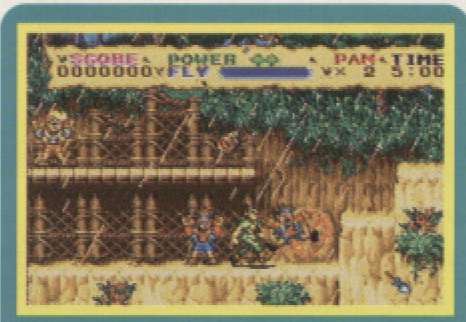
Bad haircut: Bad dreams!



Aye carmuba! Bart's in trouble. He's fallen asleep and dreamt his homework has blown out of the window — retrieve it or suffer the consequences!

Calling on his special Bart talents such as root beer burps, bubble gum and watermelon seeds, battle against adversaries and evil basts ranged against him.

With wicked sampled speech and cartoon-style graphics you feel you're in the series itself. Bart's *snes* adventure hits the shelves, silly hair cut 'n' all, around Christmas time priced £44.99.

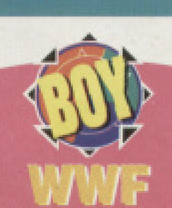


What the Hook's going on?!



A sneak peek at *Hook* on the SNES, confirms this popular film licence is looking great.

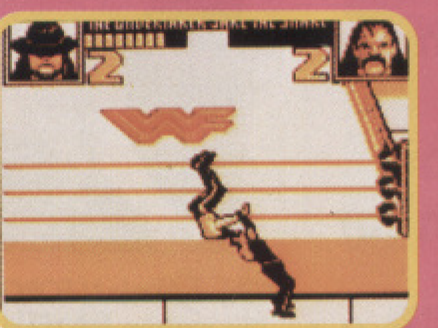
The 8-meg cart boasts vastly enhanced graphics, stunning backdrops and plenty of wicked parallax scrolling. The crucial question of playability has yet to be answered as early Japanese reports suggest the game's been received with mixed feelings. As always our intrepid team will bring you a full in-depth review, the millisecond it's available.

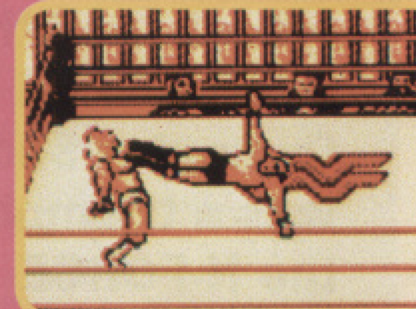


WWF Superstars 2

Oil that torso, cos wrestle time's here again on the baby green screen, but with a difference! For the first time on the Game Boy you get tag team action!

Six of the hottest WWF Superstars including Hulk Hogan and Macho Man Randy Savage compete in both head-to-head and the steel cage competitions! *WWF Superstars 2* is out in October and a steal at £24.99

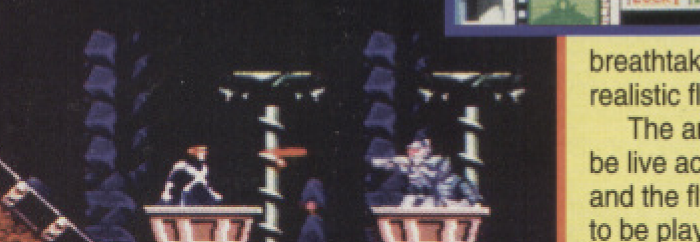




Once you've completed every level, load in these new ones — cunningly titled *Oh-no! More Lemmings*.

Watch out for this Lemmings extravaganza coming your way soon.





Flying tonight!



The fantastic *F-15 Strike Eagle* is set to hit your SNES. A stunning flight sim packed with animated sequences and brilliant graphics, MicroProse have used the SNES 3-D rotation to create breathtaking landscape and highly realistic flying effects.

The animated intro screens could be live action they look so realistic and the flying sections have just got to be played to be believed.

This game's gonna be a stonker. Start washing your flying jacket now, we'll land you a full review soon.



Final Showdown



We came, we saw, we whooped their arses! The 6th International Computer Show was a triumph for the N-FORCE gang, but what did they all think?!...



Wow — what a weekend! Thousands of ankle-biting game fiends, and more XXXX than in the entire Queensland outback. The show was one helluva bun fight — I wouldn't have missed it for the world. To all those cunning stunts who pulled the teabags off me hat and made wise cracks about Skippy and Rolf Harris, thanks for nothin'! The highlight? It had to be singing *I Should Be So Lucky* on the karaoke stand. Brought tears to my eyes, it did. That one's for you, Kylie, me little darlin'... **OZ**



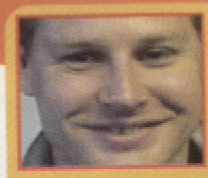
I had a brilliant time. It was my birthday so we all partied on the coach and got quite merry! Finding the room at the hotel was quite a chore. I couldn't get the hang of the revolving door and went round and round until Gunns yanked me out the other side! Commentating on the *Street Fighter II* challenge was a scream too! Using my best DJ voice and wearing my cool new shades — they loved me! (Yes, that's why they all threw tomatoes at you isn't it? — Ed). **SHADES**

The dynamic N-FORCE team in front of the massive Forcefield Plaza video wall — a highlight of the show.



No guns but what the hell. This was a weekend of blue Aardvarks, pet Antelopes, *Street Fighter II*, piggy-back races and masses of people! High points were waking up face down in a laundry chute with total memory loss, beating up anyone who got too close to the video wall and more game fiends than you could shake a stick at!

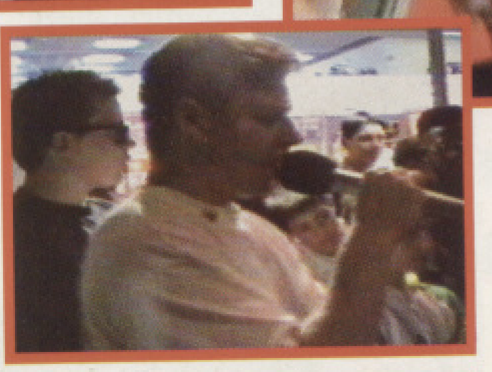
Low points were a hotel bar that closed at three in the morning and being asked who I was! Cheek! Anyway, great fun all round. **GUNNS**



Crikey, what a weekend! Big Ed knows I hate London, so she locked me in the cargo hold and said: 'We're going to Blackpool'. Imagine my horror to find no pleasure beach, just loadsa yukky Southerners. Anyway, the show was a stormer. Naturally, I never lost a challenge. They came from far and wide to take on the mighty Ace, but I was too strong. The only thing I lost was the magazine piggy-back race around the hall before the show opened. I'd have won only I drew our advertisement sales manager, Sheila 'I'm only eight stone, honest!' Jarvis. At the final bend my ankle gave way and Sheila flew through the air like a disjointed Sumo wrestler. She levelled a nearby stand and caused earth tremors throughout the western hemisphere. Now I've got a broken ankle and there's a huge crater where Wembley stadium used to be. Am I going down south again? Am I flippin' nora! **ACE**



Shades (above left) displays his true colours — he's a big kid at heart! That big yank Marhsal popped over the pond to tell Ed what he thinks of her!





'Go meet your public, Ed,' they told me. Cor, wotta joke! On entering the show, I immediately got steam-rollered by thousands of fiendish mutant piranhas, disguised as adoring fans, who begged, borrowed or stole anything that wasn't nailed down. It was the last straw when one besotted fan threatened suicide if I didn't hand over one of my stockings. I sacrificed my lingerie — after all, I gave one up once for a broken fan-belt, so why not for a broken-hearted fan!? All in all it was a brilliant weekend. To those of you who didn't make it: **Where the hell were you?!** **ED**

Telly addicts



The new Philips Cube TV must be the squarest telly around.

It comes in 15ins and 17ins models, has three-way speakers, snoozer switch-off, subwoofer for ultra low bass, FST screen and onscreen display of programmes, functions and menu.

In the shops now for around £279.99.

Codemasters Conquest!

It was champagne all round this month after Codies and Galoob Toys scooped $15 million from a judgement against Nintendo of America, Inc.

The Game Gear creators battled for more than a year to get their game cheat widget on the shelves after Nintendo had an injunction slapped on them to prevent sales.

But a US court recently decided the Genie didn't infringe the big N's product rights and awarded the 15 million big ones, posted by Nintendo in connection with the litigation beforehand, to Codies and Galoob.

Codemasters MD David Darling said: 'I'm overjoyed. We were not intimidated by Nintendo's aggressive legal behaviour. Our perseverance and determination has finally paid off. Game Genie proves innovation can't be stifled.'

I'll drink to that

My lords, ladies and gentleman, we propose a toast… to the Game Boy! And whatever your tipple — be it brandy, meths or milk — you can get it down your neck handheld style with this handy little widget — the Drink Boy.

Available at Tesco for £1.95, the Drink Boy's the size and shape of good ol' Gamey and is guaranteed to tickle your tonsils with liquid lovelies in these hot summer days. (Full of Jack Daniels with a straw for me please —Ed).

Flunky frolicks

Meet Flunky. He's one of those work experience jobbies who's been hanging around the N-FORCE base of late, getting under everybody's feet and generally making a nuisance of himself. He was supposed to leave after a week but Ed missed having someone smaller than her to yell at so much, he got an extended sentence — poor, poor git!



Sad bastard of the month!

Little Don Kyddick from Essex, (is he pulling our pilsner or what?! —Ed), doesn't give a Castlemaine XXXX. He's proving the theory that some lager refreshes parts other beers cannot reach and ensures dad drinks Carling Black Label in future! Anyway, Don K, wherever you are now and whatever you're doing, you are a seriously Sad Bastard.

Can you knock him off the coveted Sad Bastard of the Month pedestal? Or do you know somebody who can? If so, send us the photos to: SBOTM, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW. Best one wins a mystery prize!

Boy! What Genie-us

Jump higher, punch harder, run faster, live forever! A job vacancy for trainee vampires? No, it's the Game Boy Genie from Codies.

In keeping with the portable nature of the baby green-screen this doobrie's about half the size of the Game Boy, with two additional buttons.

Plug it into the cart slot of the Game Boy and then the game cart into it, then play as normal. Enter codes with one button then activate them with the second button. An LED is lit when game codes are active.

We've had our mitts on one of the grey gizmos and it was excellent — although you increase the Boy's length, it's still just as portable.

There's a matchbox-size compartment which houses a 300-page code book and nifty code stickers to slap on a cart thereby avoiding constant references to the code book. The Game Boy Genie will be up for grabs in the UK early '93.

Here's the first of many exclusive N-FORCE codes for the Game Boy Genie:

Castlevania II: Infinite Energy
Code: 385992008



Gunns Garbage



First off, Ace is wandering around with a completely smitten look on his face, so could the girl responsible please, please contact me for an exclusive interview.

Rumour has it, Nintendo America Inc has paid a staggering $75,000,000 for the Seattle Mariners major league baseball team — rather a lot just to get good seats!

UK SNES beware! The SuperScope often won't work on your machines and you could be charged around £25 to convert it — invalidating the warranty.

Finally, figures just in show N-FORCE Issue Two's selling like hot cakes! That's probably Ed buying 20,000 copies to cut-out-and-keep her pretty picy in the letters column!

Mario Movie

At last! The rumours have been confirmed, the fabulously famous fatso of the Nintendo world, Mr Mario esq, has got his own movie on the way!

Producers, Lightmovie have officially announced that cuddly Bob Hoskins, star of *Who Framed Roger Rabbit?, Mona Lisa, Hook* and other classics, has landed the leading role in *Super Mario Bros: The Movie.*

Due for release next summer, the film has a whopping budget of $40million which'll put it right there with the big-spenders like *Alien 3* and *Batman Returns.*

Plot thickens

It tells the tale of King Koopa trying to merge his scummy underworld with the beauty of twentieth century Earth.

The manky monarch (played by Dennis Hopper) has also got the hots for delectable Daisy, Mario's researcher 'friend'.

She's not so keen, so being a complete fascist, King Koopa forcibly whisks her off her feet and locks her up until she changes her mind.

It's up to Mario, Luigi and the rest of the gang to save her skin, the world and mankind as we know it.

The loveable Yoshi, co-star of *Super Mario IV* plays a major role, brought to life with the wonders of modern-day animatronics.

The screenplay was written by Barry Morrow — *The Rainman* writist — with some revisions by Ed Solomon, of *Bill and Ted's Excellent Adventure* fame.

This new film sounds like one hell of a stonker — keep your eyes glued to this space for further details!

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DANCING IN THE DARK	BRUCE SPRINGSTEEN	
SHOOP SHOOP SONG .	CHER	
SOMETHING GOT ME STARTED	SIMPLY RED	
ETERNAL FLAME	BANGLES	
SAILING ON THE SEVEN SEAS	OMD	
TAKE MY BREATH AWAY	BERLIN	
SOMETHING HAPPENED	PHIL COLLINS	
CARELESS WHISPER	GEORGE MICHAEL	
IT AIN'T OVER TILL ITS OVER	LENNY KRAVITZ	
LITTLE LIES	FLEETWOOD MAC	
RED RED WINE	UB40	
SACRIFICE	ELTON JOHN	
BABY JANE	ROD STEWART	
SEAL OUR FATE	GLORIA ESTEFAN	
IT MUST HAVE BEEN LOVE	ROXETTE	
IF I COULD TURN BACK TIME	CHER	
WALK OF LIFE	DIRE STRAITS	
NOTHING'S GONNA STOP US NOW	STARSHIP	
WHEN A MAN LOVES A WOMAN	MICHAEL BOLTON	
YOU CAN CALL ME AL	PAUL SIMON	
ALIVE AND KICKING	SIMPLE MINDS	
IF YOU DON'T KNOW ME BY NOW	SIMPLY RED	
THE BEST	TINA TURNER	
ANOTHER DAY IN PARADISE	PHIL COLLINS	
SUNSHINE ON A RAINY DAY	ZOE	
THERE MUST BE AN ANGEL	EURYTHMICS	
ADDICTED TO LOVE	ROBERT PALMER	
CHAIN REACTION	DIANA ROSS	
CHANGE	LISA STANSFIELD	
DON'T YOU WANT ME	HUMAN LEAGUE	
SADNESS PART 1	ENIGMA	
IF YOU LET ME STAY	TERENCE TRENT D'ARBY	
SHOW ME HEAVEN	MARIA MCKEE	
ST. ELMO'S FIRE	JOHN PARR	
SALT WATER	JULIAN LENNON	
MYSTIFY	INXS	
OPEN YOUR HEART	MADONNA	
BOHEMIAN RHAPSODY	QUEEN	
MOTOWN SONG	ROD STEWART	
DON'T LET THE SUN GO DOWN	GEORGE MICHAEL / ELTON JOHN	
REAL GONE KID	DEACON BLUE	
ALONE	HEART	
LIKE A PRAYER	MADONNA	
GOT MY MIND SET ON YOU	GEORGE HARRISON	
LOVE IS A WONDERFUL THING	MICHAEL BOLTON	
EVERYBODY WANTS TO RULE THE WORLD	TEARS FOR FEARS	
WHAT'S LOVE GOT TO DO WITH IT	TINA TURNER	
KILLER	SEAL	
HEAVEN IS A PLACE ON EARTH	BELINDA CARLISLE	
I WANNA DANCE WITH SOMEBODY	WHITNEY HOUSTON	
THE LIVING YEARS	MIKE AND THE MECHANICS	

COMPLETE THE LIST USING THIS SCALE.	RATING
LIKE THE SONG	1
DON'T LIKE THE SONG	2
DON'T KNOW THE SONG	3

SONG	ARTIST	RATING
WAITING FOR A GIRL LIKE YOU	FOREIGNER	
A GOOD HEART	FERGAL SHARKEY	
BABY BABY	AMI GRANT	
EVERY BREATH YOU TAKE	POLICE	
ALL CRIED OUT	ALISON MOYET	
MORE THAN WORDS	EXTREME	
BLACK OR WHITE	MICHAEL JACKSON	
I STILL HAVEN'T FOUND	U2	
HARD TO SAY I'M SORRY	CHICAGO	
LOSING MY RELIGION	R.E.M.	
ALL THE MAN I NEED	WHITNEY HOUSTON	
LOVE OF THE COMMON PEOPLE	PAUL YOUNG	
FAITH	GEORGE MICHAEL	
DOWN UNDER	MEN AT WORK	
COMING OUT OF THE DARK	GLORIA ESTEFAN	
NO SON OF MINE	GENESIS	
SWEET DREAMS	EURYTHMICS	

Indicate below any other song you think should be included in this list.

x..

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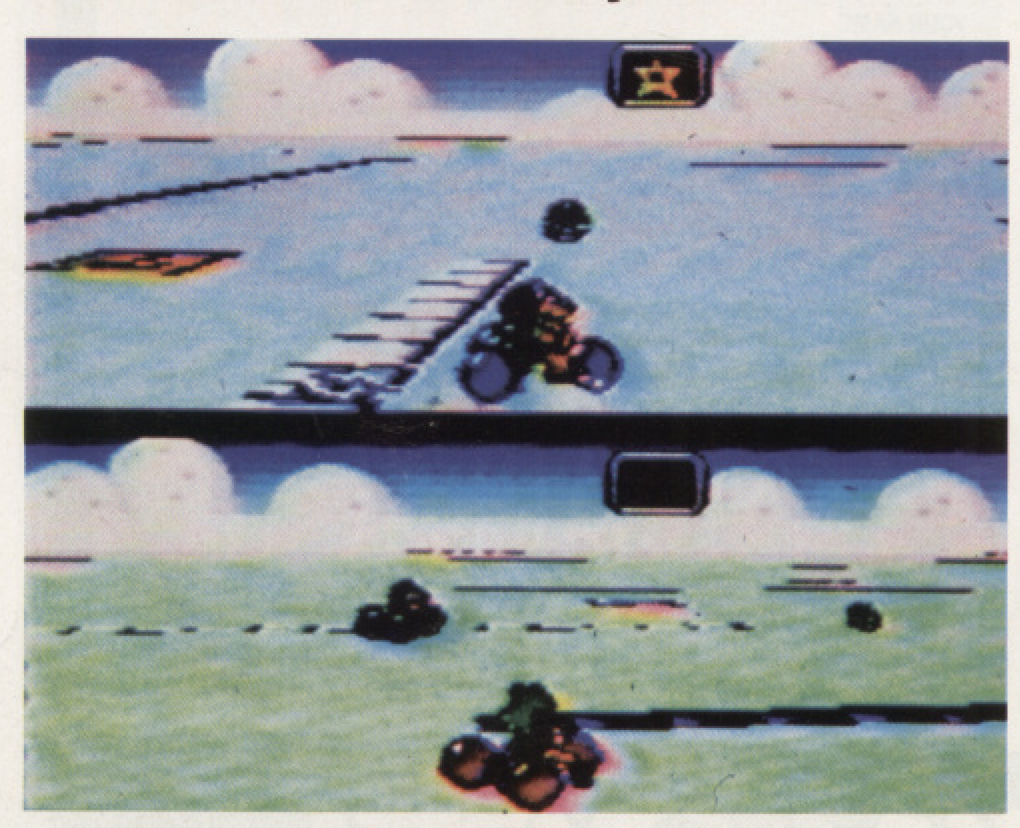


BEST MUSIC VARIETY

SNES

Super Mario K

Few have seen Nintendo of America pre-releases and lived to tell the tale — until now. The MANIC MARSHAL storms out with an exclusive look at the hottest new Mario release this year!



Racing around the enormous 3D landscape, it's a fight to the death to see which Mario mate will win a kiss from the beautiful Princess.

The engine screams, rubber scorches and the wheel tugs hard as you slide around a corner, low in your seat and high on adrenalin.

You're not moving all that fast, but it sure FEELS like it. Either side there are other drivers — rivals pushing hard and just waiting for a chance to ram you into a wall. This is go-karting at its best.

Super Mario Kart has captured the 'soul' of the sport, with options for unique layouts and multiple tracks. Plus the surprises and challenge Nintendo games are well-known for.

Mario madness!

There are old and new friends in this red-hot racer. Mario, Luigi, the Princess, Koopa Troopa, Donkey Kong Jr, Toad, Yoshi, and Bowser are all here, each with different driving abilities.

Our little green dragon, for example, enjoys stamping on the gas — so does the Princess (women drivers eh!) (better than being a Yank —Ed) — a habit which can get them both into trouble at times. Mario and Luigi also handle the wheel alike, 'cept Mario's cart has a little more weight to carry (just too fond of that spag bolognaise).

Watch out for Bowser and Donkey Kong Jr. They're both real big guys, and when they bump you it ain't much fun! They take a bit to get up to speed (being so big), but once they hit top acceleration watch out! Toad and Koopa Troopa don't skid much — they're both good, solid all-around racers.

So let's begin. There are two engine sizes — 50cc or 100cc. All the races use the faster engine, expect for MarioKart GP. To hop over obstacles and speed bumps, use [L] or [R], while [X] switches the view in a one-player game between the circuit map and rear-view mirror.

My cup overfloweth...

The Mushroom Cup, Flower Cup, and Star Cup are where it all takes place. If you're real good, there's also the Special Cup — a secret race for drivers who've won the gold in the other three cups using 100cc engines. You're a long way from that.

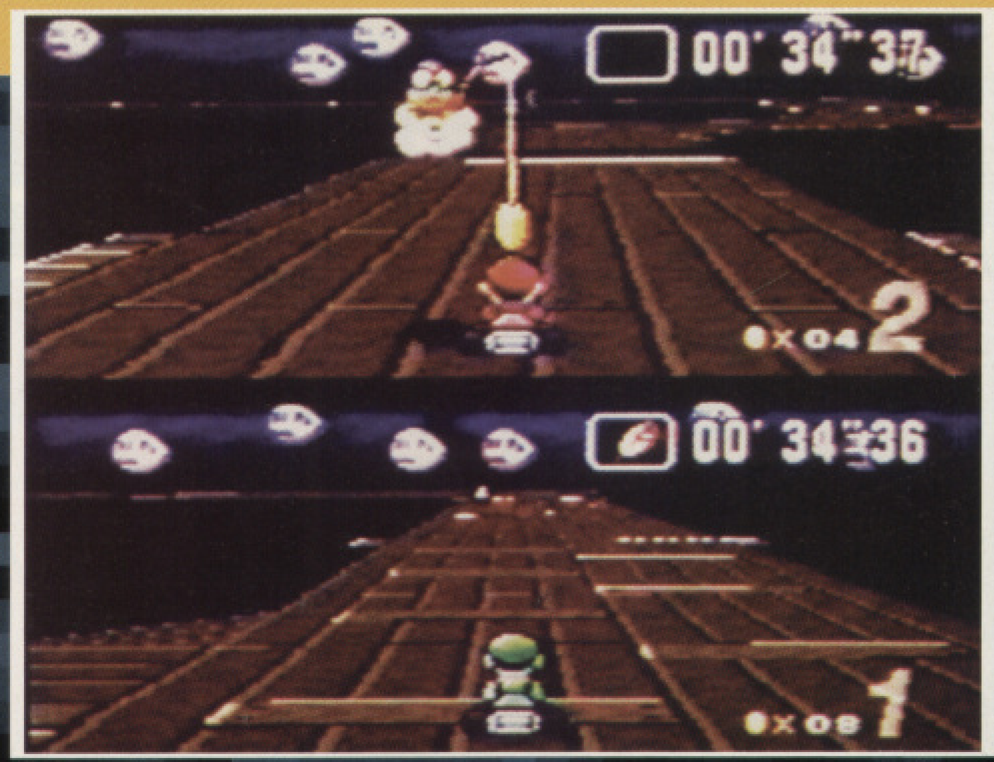
There are five circuits in each cup, and they're plenty tough. You can drive through shallow water, but deep blue signals diving bells if you're hit. Gophers hopping onto your Kart ain't funny — shake 'em off!

But the worst fate awaiting you is falling down a hole or being drowned. You get saved by a dude called Lakitu (he's kinda the referee for all this), but the greedy little capitalist expects to be paid for doing it. His fees ain't cheep, and he's got his eyes on those gold coins you've been collecting!

So what kinds of games can you

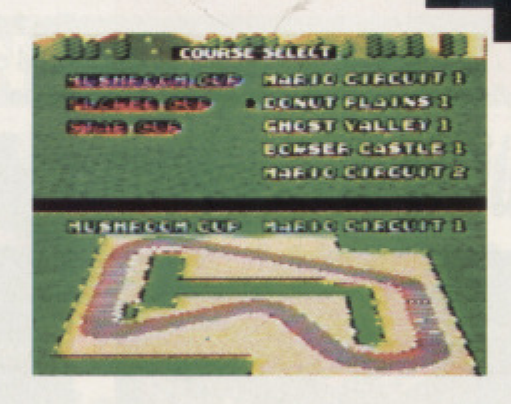


Split-screen antics as Mario and his chums race round the hairpin — keep an eye on the action using the aerial view at the bottom.



Ghostly goings on as Mario and Luigi take a spin around the haunted house. Watch out for the fisherman ghost cos he's eager for a bite.







It's the scoreboard... with Princess in the lead closely followed by Bowser and Toad.



If driving skills aren't enough to win, feel free to cheat!

play here? In MarioKart GP, you race against seven other opponents. Starting in eighth place means rev up your engine (but not too high) and peel off as soon as the green light goes. Screen display indicates items picked up, the time, number of Karts remaining and position. Each race is five laps — finish in the top four to go onto the next course in the circuit. If you don't, you lose one Kart and have to try again.

In the two-player version, the screen's split in half for both players to see themselves. The one-player time-trial game lets you pick any track to practise on, or try for the course record (records are saved). Nothing to gain here, just a clean track to work around.

The two-player MarioKart GP game lines up eight karts, with two humans taking on the computerised six. The match race is one-on-one, against another player on any track.

The final game's the battle mode for two players. Here you fight! Two players only, and there are three balloons circling each Kart. Try and burst your opponent's balloons using items obtained from the question blocks.

In this one there are no power-ups for a change (at least in the conventional sense). There are plenty of coins lying about to collect but don't be greedy, the magic question mark squares are what you need.

Juicy bits

Passing over these hunks cause your power-up window at the top to start flashing with a variety of juicy items, and whatever stops in the window takes effect.

The zipper makes you ZIP, and the jump does exactly that when you hit it. Green shells can be fired at opponents, even bounced off barriers for neat bank shots. Feathers increase jumping power when you work the [L] or [R] button, and red shells works like a guided missile. Just be close enough to get a good bead on the guy you're gonna wack!

> **"If you like Mario you're going to love this!"**

But you also have to beware of your opponents. With those other drivers out to get you, all kinds of stuff gets tossed your way. The Princess fires poison mushrooms, Yoshi tosses eggs that slow you down, Bowser's fireballs spin you around, and guess who drops Banana peels to skid onto (the Jr, of course!) Toad drops poison mushrooms on the track like speed cones, and Koopa Troopa drops shells.

You have to be quick to avoid them, or use your own items to trash theirs (a shell smacks a banana peel, for example). Since everybody can turn and face in any direction, sometimes it seems that fighting's more important than winning the race — especially for that Bowser dude!

This is a fun, colourful game. There are no dire explosions, terrible deaths or mutilations — and why should there be? The SNES has really been used to the max.

Graphic Mode 7 tracks rotate at high-speed and hardware scaling has been used to create an ultra-realistic racing effect. All the time trials and trophies earned can be saved out to the battery back-up for extra playability. All this and great animation, music and sound effects. If you like Mario you're going to love this — better get karting double quick!



Surprised by the popping Monty Moles, the Princess goes for an early bath.





Gentlemen, start your engines! May the cutest and most sickly charaacter win...



Just Karting around!




Here's a selection of some of the Manic Marshall's fave tracks on ***Super Mario Kart***

Mushroom Cup:
Mario Circuit (slipperiness one): paved track with good traction — the pipes can knock you over!
Donut Plains (slipperiness two): tranquil, with a beautiful pond. Watch out for jumping gophers!
Ghost Valley (slipperiness one): a track composed of wood from a mysterious past. Watch out for the gaping holes!
Bowser Castle Course (slipperiness one): made out of stones and set on a bed of lava. This ain't easy!
Flower Cup:
Choco Island Course (slipperiness three): a dirt course set in the desert, with the the infamous Piranha Plant being the main sight.
Koopa Beach Course (slipperiness three): on a beach (natch), racing around a small island. The Flopping Cheep Cheep can be found here.
Vanilla Lake Course (slipperiness four): a frozen lake colder and slicker than that pop stuck to your tongue last summer. Plenty of holes and pipes to ram and fall into.



News flash... fat Italian plumber in horror skid shocker after squashing pedestrian blue hedgehog.



The Princess is first on the line but she'll need a fast start to beat the rest into the corner — or she could cheat a bit!



Left: it's chaos on the track — if the Princess don't take evasive action she's going to get a shell in the mush.

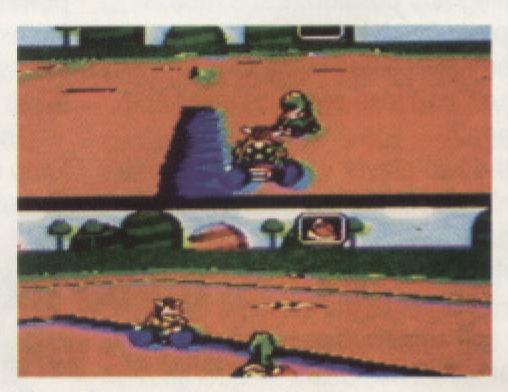


Luigi noses in front over the start-finish line, but what's Mario doing on the side of the track? Having a picnic?



Phew! One more lap and then it's home for tea and scones with Mario and his chums.

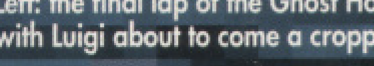




Yoshi's in a spin! Could it be the chequered flag in the sky for the little green dinosaur?



Above: an horrific accident as our little Italian hero gets sliced and turned into a mini Mario.



Left: the final lap of the Ghost House with Luigi about to come a cropper!



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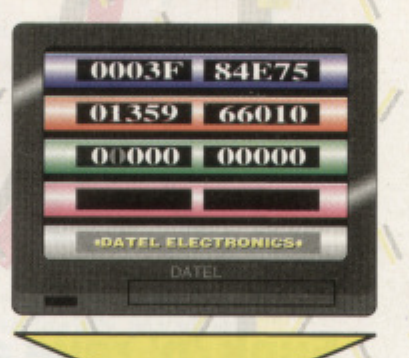


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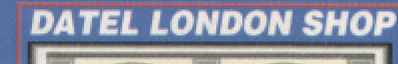
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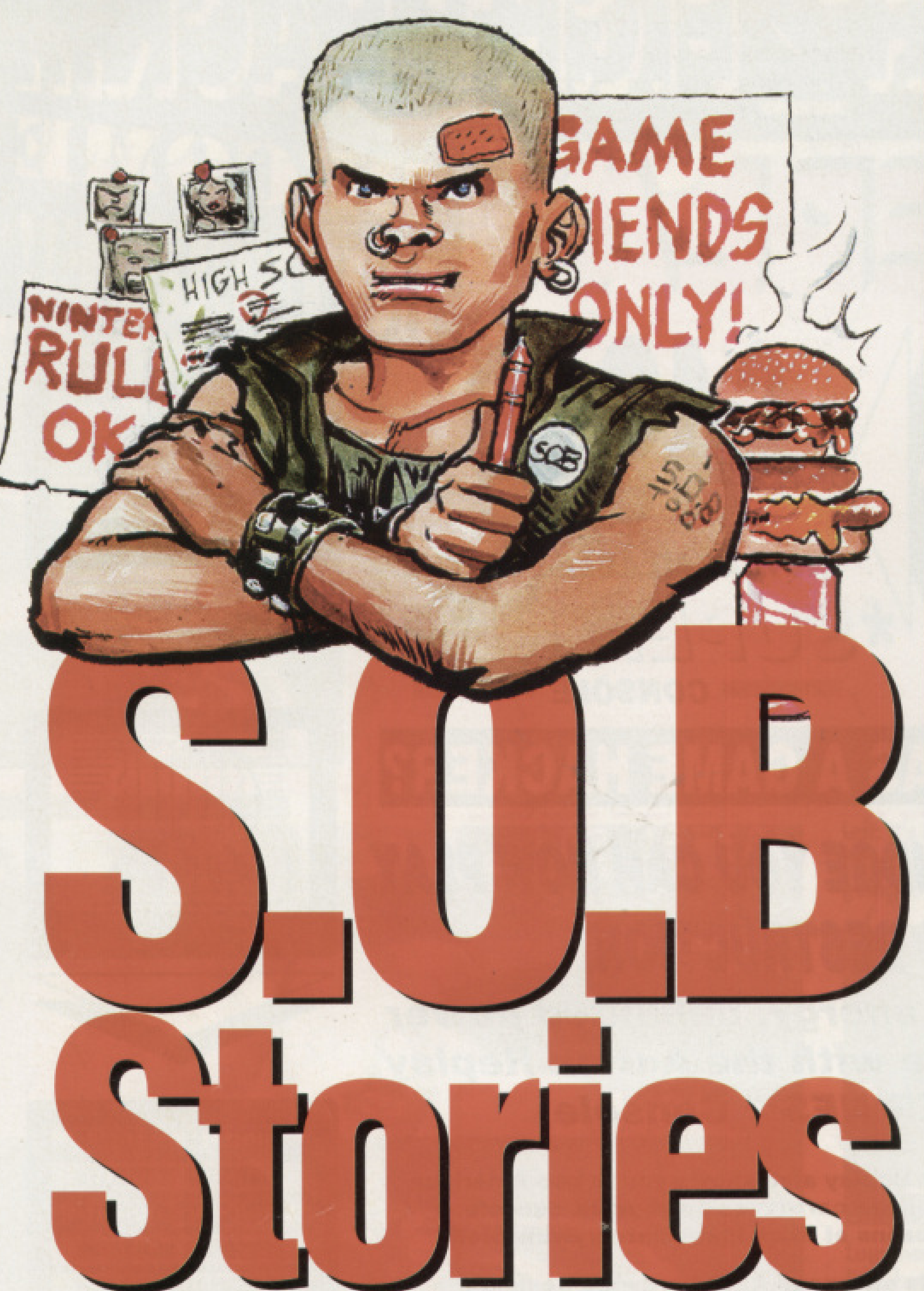


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S.O.B Stories

I puke at pop 'n' retch at rap,
Funk 'n' rave are a load of crap
The blues are bad 'n' in my soul,
I don't need drugs or rock 'n' roll!
Get out yer crayons 'n' start to write,
Dirt or praise, hype or gripe!
I 'ave a laff at moans and groans,
No sticks, no stones, can break my bones!
I'm an S.O.B. 'n' I ain't duff,
So send me letters or just SOB off!

Dear SOB

Out of all the console mags I've read, yours has to be one of the best. Way ahead of the condecendingness that is T****! I s'pose I'd better ask a few questions now.

1. What the hell's the music CD you get when you buy the Jap version of *Final Fight* with Guy in it?

2. Which version of *Final Fight* is better? The one with Cody/Haggar in or the Guy/Haggar one. I don't care that much who the other player is, as Haggar's the best anyway.

3. Who do you lot think is best in *Street Fighter II*. I reckon it's Chun Li, but most people think otherwise.

4. Finally, when will the Super CD be out in Japan, and is it MUCH better than the Mega CD (stupid question)?

Thanks a mill for that, and if you print this letter, I'll party on by reading N-FORCE every month. Way! Not! etc....

■ *Richard Berry, Oh Forget It!*

Well Rich, (I wish I was) the answers to your questions are:

1. The CD with the limited edition *Final Fight Guy* is just a collection of rocky background music.

2. None of the above. The best version's due to be released soon and features all three characters plus extra levels. More news when we get it.

3. Tricky one this, Chun Li's definitely more attractive and so agile, certainly showing the fellas up most of the time (right on —Ed), but once you work his moves out, Honda gives her a run for her money!

4. We don't have any release information as yet, but all the technical specifications point to it being a superior machine.

By the way isn't 'Oh Forget It' a rather stupid name?

■ ***SOB***

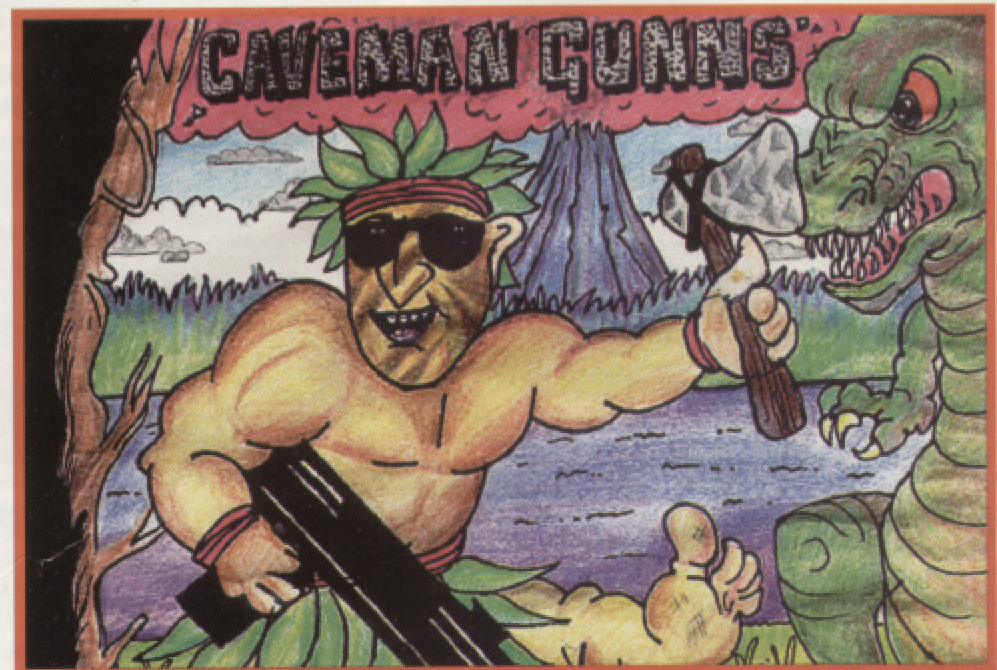
Dear SOB,

In the first issue, Ed seemed to like Pierce Brosnan quite a lot. Well, Pierce used to live here in Navan only a small way away from me in a place called St Finians Terrace where his mother still lives.

I never met him myself, but my mother knew him well when he was little and knows his mother well also. He hasn't come back here for a while but he may in the future. I just thought I'd let you know.

■ *Barry Blake, Co Meath, Ireland*

Oh well done, slap 'ed. As soon as Ed read your letter she was out of here like a bat out of hell. Actually I thought she was gonna catch a plane to Ireland in her excitement



Ashley Caswell of Oxenhead sent in this great drawing of Gunns in a leaf skirt! Ta matey, we've given Gunns your address and he's coming to thank you personally.

Okay you lot, listen up. The N-FORCE mob have realised they're a bunch of illiterates (they reckon they're too busy but I know better), so yours truly, the meanest, maddest, baddest son of a bitch in town's taken over this letters lark. They're a funny bunch 'ere. That Ed's a bit of all right but what a hard bitch — woman after my own heart. Ace is a trappy git — rather like a Jack Russell and Shades looks pretty cool but keeps tripping over things cos his glasses are so dark. Oz is just Australian — 'nuff said, and as for Gunns — rock 'ard?! Don't make me laugh... okay Gunns, put that rocket launcher down, it was a joke...JOKE! Phew — no sense of humour, some people. Anyway, just remember I don't take any crap but if anyone can help you with your probs it's me (if I feel like it). So stop yer chuntering an' get yer letters, questions, poems and pictures into me pronto. Chuck 'em over to: **SOB STORIES, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW**. Best letter gets a simply brill N-FORCE T-shirt!

S.O.B story of the month

Dear SOB,

I got an NES for my birthday, and a month later the SNES came out. My friend had it and it was great, so I thought I'd get one. I saved £40 and am still going, my mom likes the idea too, but she borrowed my £40 and I don't think I'm going to get it back. What am I going to have to do to her?

Yours mixed up

■ *Dean*

Eat a massive wodge of curry and keep farting in her bedroom until she coughs up your dosh — works every time! To compensate for your rotten mum, I'm sending you an excellento N-FORCE T-shirt.

■ ***SOB***

but no, Ed being Ed, she SWAM there!

■ ***SOB***

Dear SOB,

I was delighted to see Oli Frey's drawings in N-FORCE. I've been a fan of his since the first CRASH. I still have his amazing story of the Terminal Man. I hope he continues with his art in N-Force. I recently bought a Super Nintendo. Could you tell me if anyone rents out carts for it yet, and if so could you give me their address.

■ *J A Morrison, Heaton, Newcastle.*

It's nice to find a man who appreciates good mags. As for renting out SNES carts — it's on the cards, with some video libraries already dabbling in Nintendo games for rent (although they shouldn't be). Software houses like Acclaim LJN are already making strong noises in that direction so just keep yer eyes peeled on N-FORCE for further updates.

■ ***SOB***

Dear SOB

Congratulations on your excellent mag. It was full of quality stuff. Good non-waffle reviews and the screenshots were pretty good, especially the Game Boy ones. The drawings were truly magnificent, Mr Artist, you've got some talent. Is the blonde girl in the drawings based on anyone? If she is, I'd sure like to meet her, she's got style, man! Your sense of humour's great and reviews are tops.

Just one quibble — why don't you do Mega Drive reviews? It'll increase your readers list.

By the way Gunns is by far the coolest dude in your mag (sorry Mr Shades) and I wish him every luck in destroying gits and bums of this world. Thank you. I've enclosed a poem for Ed:

Ode to Ed

Shropshire is said to be beautyless
But that remark is unfounded
Till I saw you, Ed
I had no purpose
Life meant nothing, I was surplus
Your beauty astounds me
You suit me to a tee
I'd love to feel your figure
Touch your body
Kiss your lips
and act horny!
I hope you don't mind me being like
this
I'm not one to dismiss
Don't tell me you're not single
Or I'll shoot myself with Gunns gun.

■ *Owain Jones, Powys.*

Owain, you are one strange individual, and a right pervert too — how dare you suggest we put crappy Mega Drive games in our quality mag — flickin' weirdo! Stop it right now or we'll debag you and place a large, seasoned onion between the lips you'll never kiss with — oops, your perversions are rubbing off on me! Keep taking the tablets.

■ ***SOB***

Dear SOB

The problem with your mag is the way you act and dress in the photos.

What you can do is funny drawings and small photos at the start, you could also give away consoles in comps, have a top ten chart for each, give things away on the cover and maybe give something for the best letter.

You have what it takes to make a brilliant mag, you have loads of reviews which other mags are lacking. All you need is the looks. Your mag is brill, but you can do better.

Anyway, here are some questions:

1. How much is *Street Fighter II*
2. Is PAL and SCART in one version and if not what can I do because I have a portable TV where I would keep the SNES but I have a SCART TV downstairs which I would like to play sometimes on a big screen.
3. How do you control *Smash TV*?

I'll look forward to your next issue.

■ *Keith Power, Waterford.*

Flamin' 'eck wotta pompous plank you are. Tell you what, Mr Know-it-all, since you're so triff 'n' brill why don't you come and run the mag for us. I don't think you deserve to have your questions answered but since I wiped my nose on your letter, I'm feeling generous.

1. *Street Fighter II* costs between £50 and £100 depending on where you get it. We've had reports of cut-down versions of the game being sold off cheaply — they may have less levels and backgrounds in them so watch out!

2. As for the TV troubles. The UK SNES comes with all sorts of leads and adaptors to allow it to work with PAL, SCART and normal video leads, so no probs there.

3. What d'ya mean 'How do you control Smash TV'? Just hit the buttons like a mad thing and kick some serious arse!

■ ***SOB***

Dear SOB,

I write in desperation, agony, pain etc... there's only one cure and you guys are the antidote. My parents won't let me buy a SNES with my money.

You guys can help by printing me an official N-FORCE letter stating I've won an official SNES. Your letter could include the fact the machine will be sent by Special Reserve. I could then send my money to Special Reserve and they'd return the SNES NO PROBLEM! Please, please help. I promise to subscribe if I get my priceless letter. Could the letter be sent ASAP

■ *Ian Mora, Wirral, Merseyside.*

You underhand, crafty, deceitful, sly little git... d'ya wannna job on N-FORCE? NOT! I certainly hope your parents see this letter and realise what a little toe-rag you really are. On the other hand, it's a damn good idea and we'd do it for you, but everybody on N-FORCE has suddenly forgotten how to write — damn shame!

■ ***SOB***

N-FORCE CLASSIFIEDS

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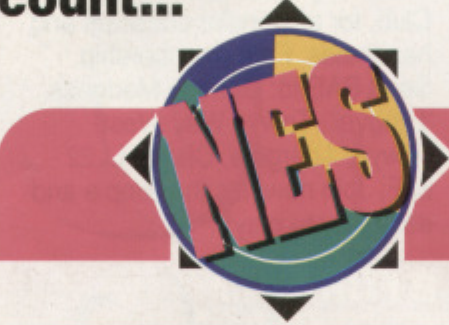
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Since Shades is such a posing git, he's demanding a section of his own in the mag (yet another excuse to pout at the camera) so I'm handing over the techi questions to him. Any posers (very appropriate) you have for him, send 'em in to: SHADY CHARACTER, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW.

Chart Toppers

Feast yer eyes on wot's hot and wot's not with the only charts that count...

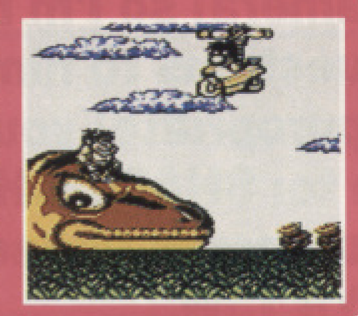
Wotcha folks, 'ows it 'anging? Are you ready for the N-FORCE Chart Toppers, the page that fills you in on all the best selling carts in the British Nintendo gaming world? Well, ready or not, here's the top ten in the Game Boy and NES world in all their glory, brought to you courtesy of Virgin Retail. Don't just sit there, dig in...



Nes

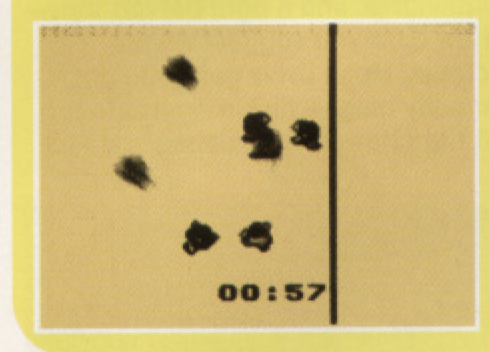
1. Rescue Rangers
2. Hyper Soccer
3. WWF Wrestlemania
4. Super Mario Bros 2
5. Donkey Kong Classics
6. Terminator 2
7. Turtles 1
8. Super Kick Off
9. Caveman Ninja
10. Turtles 2





G-Boy

1. Super Mario Land
2. WWf Superstars
3. Bill & Ted's Excellent Adv.
4. Bart Simpsons Escape...
5. Super Kick Off
6. Terminator 2
7. Duck Tales
8. Hunt for Red October
9. Tennis
10. Pac-Man





Game fiend ghetto!

Okay, that's your lot for this month. D'ya agree, or thinks it's a load of garbage? Whatever your views, we want to know. So get yer arses into gear, put pen to paper and send us your own Top Ten on whatever Nintendo format you like. Post in your fave list to: IT'S THE TOPS, N-FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. We'll bang your charts together, work out the average and print the final outcome every month as the Game Fiends' Ghetto. Whoever gets their chart closest to the official version wins a scrummy prize!

Take a trip into the wonderful world of television and be a bookworm at the same time with this amazing Philips and N-FORCE square-eyed compo. Strange...

Those purveyors of portable products, Philips, have come up with a new space-age design to add to their amazing 'Your TV' range. You may remember the imaginative *Discoverer TV* shaped like a space helmet that started things off last year.

The new 14" television retails at £249.99 and has been nicknamed *The Book*. From the front it looks like a colour monitor but the sides and back fan out like the pages of a book!

As well as picking up the usual television channels, this amazing new TV has a SCART socket so it can easily be connected to any SNES or NES. There's full remote control and an on-screen display, swivel base and adjustable viewing angle. If you're a bit of a snoozer then the automatic switch-off facility is just for you! After ten minutes of no transmitter signal the set goes to bed too!

Switch onto a Book TV!

Be a book worm!

To stand a chance of winning one of these ultra-modern *Book TVs*, all you have to do is answer the following three questions. Cut out the coupon, fill in your details and send it to this address: **I wanna be a book worm compo, N-Force, Europress Impact, Ludlow, Shropshire, SY8 1JW.** To arrive no later than September 4.

1. How much is a colour TV licence?
2. What are the three main colours used to make up a TV picture?
3. How many colours can you get on a black and white television?

Name..

Address..

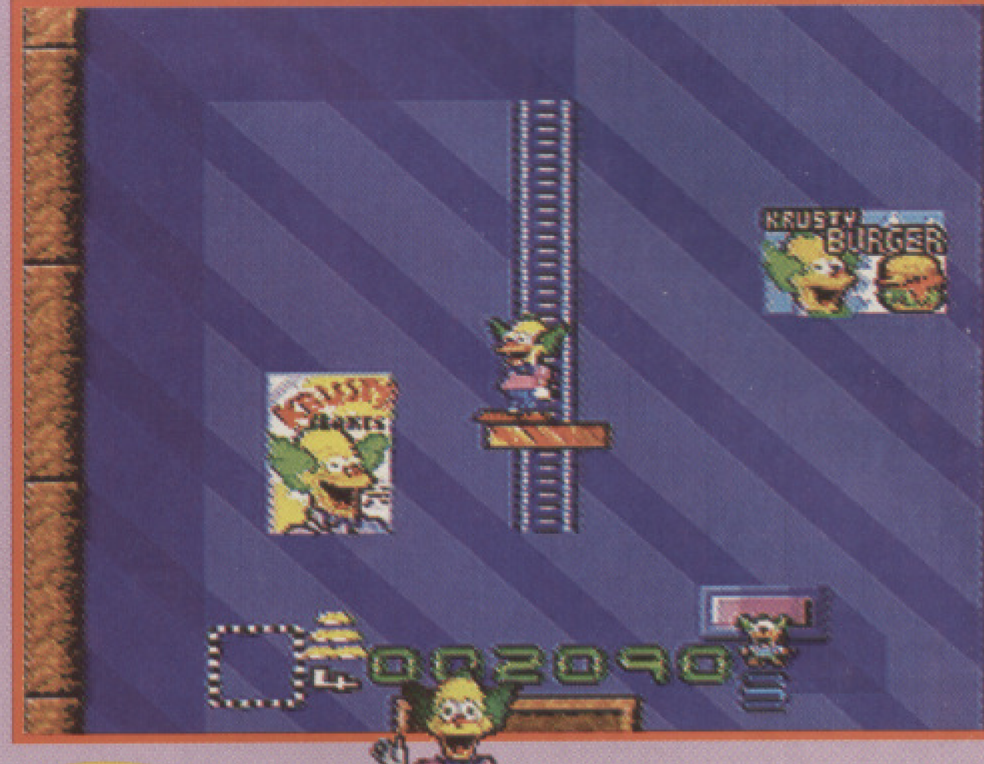
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....**Post Code**..

The editor's decision is final (cos she always likes to have the last say). Also, if you don't want any fabby offers from other parties, just let us know.





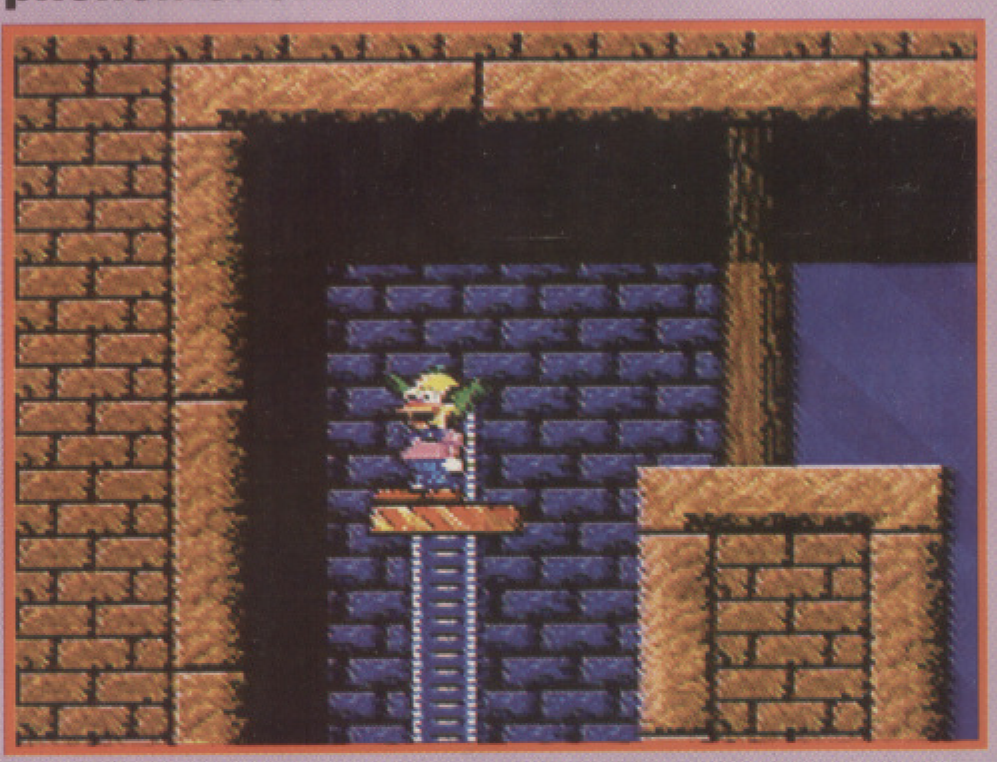


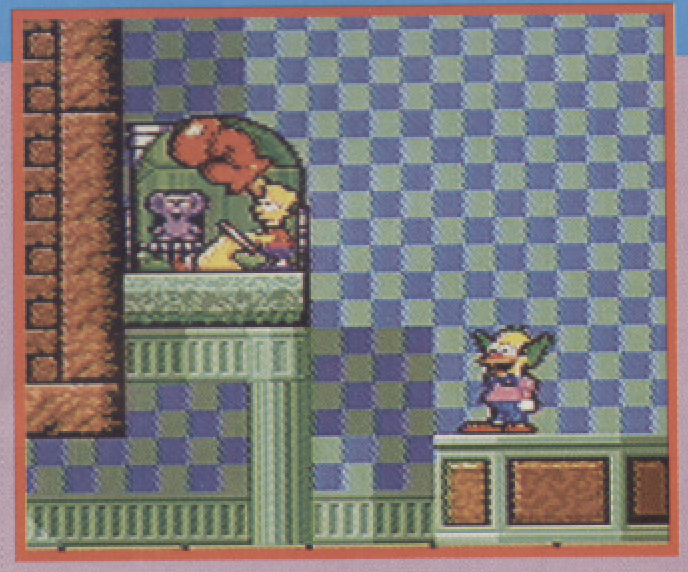


Foxy Guys

With the promise of the hottest story since Elvis was spotted playing Tetris on Platform 9 at Paddington, GUNNS toddles off to Coventry in search of the men responsible for the Krusty's phenomenon...


Welcome to Fox Williams Towers — work 25 hours a day for 53 weeks a year slaving over hot development hardware and one day all this could be yours lad!


You've got all the goodies and found the platform. Now it's just a quick hop to the right and you're on your way home! Catch ya in the next room Krusty!



On the menu tonight we have battered rat served with the Fun House punch and our delicious Krusty pastry — you won't get better nosh than that!

It was a long, hot day in the naked city. I was in Coventry and there wasn't a nude woman on horseback in sight!

I'd been working on a case in the office — cos I couldn't afford a desk — when then the summons to Coventry came. Yesiree, Coventry, home of large cathedral-type buildings, Bobby Gould and er… that's about it!

My investigations led me to a joint down the west side. Could this be it? Gun at the ready, I crawled to the door. It opened to reveal two pairs of shoes — nice shoes, shame about the guns their owners had trained on me.

Krusty console contract

The shorter guy smiled — well he drew back his lips to reveal his teeth — and gestured to his companion, 'He's Scott Williams, I'm Pat Fox, and you'd better be very, very afraid!'

Feigning indifference, I took a seat on the edge of the desk and produced my whitest smile.

My two 'hosts' relaxed and their guns disappeared into shoulder holsters as the taller sandy-haired guy spoke: 'We're here to talk *Krusty's*, so fire away'.

My safety catch was off in a flash until I realised: they didn't want shooting, just questioning about the fab console game they'd designed and programmed.

For those of you who've been living in a cupboard for months, *Krusty's Super Fun House* is a game of verminous rodents, blocks and snakes. Of pipes, blowers, agility and downright inventiveness!

Of a little yellow-haired clown who's got a good hold of Mario's short and curlies and is tugging damn hard.

With five levels to tackle and at least 14 rooms on each, it'll take donkeys' years to crack!

Clam up!

The Krusty creators formed Fox Williams 14 months ago. Before that, Scott was working for a small software company while Pat had been getting his mitts grubby working in a car factory before teaching himself computer graphics and design.

When Fox Williams was formed they designed a demo of a platform romp called *Rat Trap* which was passed on to Audiogenic.

Acclaim saw it, loved it and immediately slapped their Matt Groening tag on it with the loveable Krusty — a Bart Simpson sidekick.

Matt himself had a butchers at the game and thought it'd be a corker — even adding a few features of his own such as the flying pigs, snakes and birds.

The final product was formed with Pat dreaming up level designs and then Scott having to come up with a program to make them work.

Scott said: 'Some of the designs he came up with were bizarre — I thought there was no way I could get them working. I used to lie in bed thinking about it — there were times when I could have killed him, but in the end I usually came up with a working program.'



The snakes in Krusty's are just some of the animals drawn for the game by *Simpsons* artist Matt Groening.



Cute, cute and more cute! The reason *Krusty's Super Fun House* is such a hit is because of its fun characters and level after level of fiendish puzzles.

Yo ho ho

They seemed to have kinda loosened up so I casually mentioned piracy. Big mistake. I had to dive for cover as heavy calibre slugs tore lumps out of the fixtures and fitting. As the concussion faded away I poked my head above the desk to see both Pat and Scott reloading smoking weapons.

'Sorry,' said Scott, 'but piracy is theft. I have complete and utter contempt for anyone who tries to rip off someone else's work'

'I do approve of magazines printing maps and tips to games though. Most games are too tough and it can be rewarding to finish one, even with some help.'

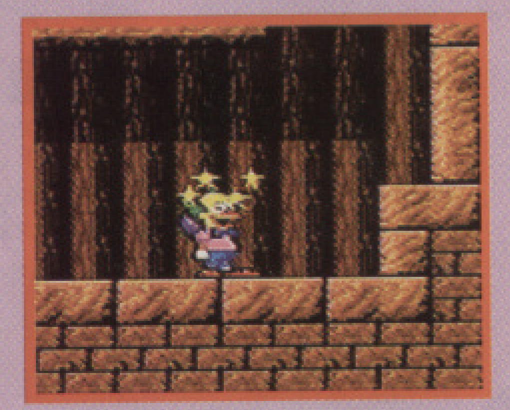
And the next

I asked what was on the cards next for Fox Williams: 'Krusty II, Son of Krusty' perhaps?

Pat's grin was by now fairly warm and he answered quite candidly: 'What happens now is really down to Acclaim and how *Krusty's* sells, but you'll see him on the Game Boy and the NES fairly soon.'

He glanced furtively around before handing a 'for your eyes only' file over to me containing playable levels. And let me tell you, if the games look as good as the sample levels throughout, then they're set to be knobblers!

The duo also have a top secret game under development and it looks fantastic so far but having taken a blood oath and a substantial liquid bribe my lips are sealed. But whatever happens next you can be sure you'll see it here first.



On a final note, here are their hints to budding console programmers: be realistic, be professional, listen to and take note of criticism, don't accept the first offer you receive — shop around, and buy an Amiga to show your demo on.

With that, they lobbed smoke grenades about, leapt out of the window and abseiled down the side of the office block. Their last words drifting up on the breeze: 'We'll be back!'

What a team!





CD Confusion

It's confusing, but what the hell — to understand this, you need some fast background. We all know Nintendo planned to release their CD-ROM drive for the SNES in early '93. But with Sega's aggressive behaviour and taking away market shares, the Big N seems to be revising that decision (after all, they've been following Sega's lead more than usual lately, having cut their price for the SNES box just one day after Sega cut the Mega Drive price).

Originally the CD-ROM was a combined project with Sony — but the two companies had a falling out that left Sony in the cold and Nintendo hunkering with Philips instead. This resulted in Sony chumming up with Sega and their CD-ROM — due in early November.

The Yank Tank!

Gird yer loins y'all cos with guns loaded and mouth in over-drive, the Manic Marshal's back in town with the latest gen on the Nintendo world from across the water...

Rub that lamp!

In the pursuit of excellence (read that as staying alive long enough to reach the high level), we know even the *Teenage Mutant Ninja Turtles* could use some help.

So for those out to hog as many as 50 weapons at one time, key in ZUMOATGP. Laugh at damaging seaweed? Then in goes SXVZGSOO. Want 200 missiles on pick-up? That's easy with GPUOLNZA. And to never lose any rope, key in SXVXTLVG.

If you run across *3D Worldrunner*, infinite lives come with AEUOLTPA. And to jump to World 7, you gotta put in XZEAUOOZ + TAEAKPAA + VAEASPSA.

That first *Batman* game is still real 'tuf. Here's some help:
SZUGGTVG: infinite lives
AEESKGZE: start with nine lives (you cat-woman you!)
GEEPOTPA: extra energy on heart pick-up
GZNOUGST: infinite pellets after pick-up Try going at it with only one life and half the usual pellets for a real challenge.

Acclaim's *Bigfoot* requires steady nerves to drive that monster around. Make it a bit easier on yourself by slashing costs for transmission-repair work with ZEKAUGGA, and suspension repair with PEKAKGZA. Half-price engines with GEKAOKAA, tyres the same for LEKAXGTA. For a longer nitro boost, key in NNKXXLGV.

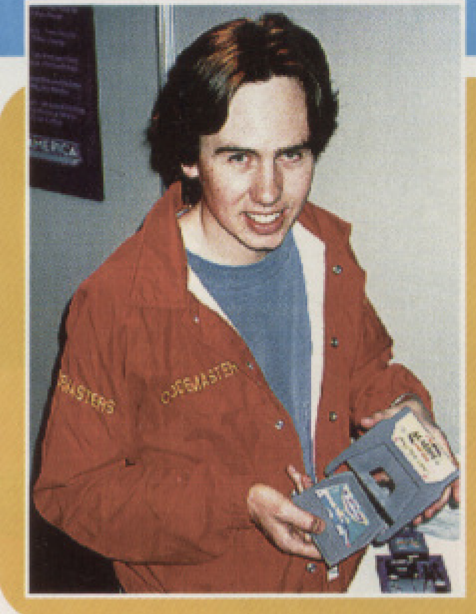
Mob mauling!

Finally, help *The Untouchables* take on Chicago's Mobsters. If you're sick of going through the early levels, you can easily jump scenes by keying in these codes:
Start on Scene 2: AAXKTEGA
Start on Scene 3: ZAXKTEGA

It's playtime!

The latest CD gossip says Sony are working hard on their Play Station — a machine produced without Nintendo's help but which will be able to play Famicom games. The Play Station's supposed to be a SNES engine and CD-ROM player combined (similar to Sega's WonderMega). Keep in mind this would enable all the SNES features to work, such as the hardware biggie Graphics Mode 7. More and more SNES games are making use of this hot new feature, such as the stonking *Pilot Wings* with its rotating backgrounds. There's no price, a possible appearance in Japan late this year — apart from that, no comment.

Talk about Philips' CDI playing SNES, CD-ROM games has also made the circuit, but this one won't have the special modes that make the SNES machine so good. That means some games won't do zip.



The latest update on Codies' Aladdin, is the games look set to cost just $19.95 US (£11.50) — with no loss of quality. The Aladdin,similar in design to the Game Genie, basically makes the most out of NES carts. Camerica's working on deals with other companies to provide their games on Aladdin format — and this should open the door to plenty of older releases which can now come back. Of course, this might also open the door to another lawsuit from Nintendo. Stay tuned.

Pirates pounding!

Piracy's on all our butts these days — it sure is for Nintendo. Remember, the video game business is a $4 billion (£2.3b) industry, and every time some dork cuts into the pie, there's less to eat for the rest.

And while it might sound cool to get a $70 cart for $10 (£6) — knowing that it's pirated — eventually you'll get screwed too, cause nobody gives a damn about the quality of rip-offs.

But let's remove even your choice of staying honest — here's the scene: Taiwan's accused of fostering huge piracy schemes where computer software's being illegally duped and sold off (even the laser 'proof' stickers are being created).

That's enough to get the US computer industry up in arms — Microsoft's talking about already losing $150 million (£87m) from illegal copies of their stuff. So on it goes? Wrong!

These yo-yos made the BIG mistake of duping Nintendo carts — some 40 million pirated copies last year — so now they're playing with power.

The Big N may have lost a few lawsuits here in the States, but this one they ain't! With the help of the US Trade Commission, Nintendo not only got a number of these cart-piracy joints shut down, but is part of the hit squad threatening to remove Taiwan's favoured trade status.

And that would mean the loss of megabucks, which might get the Taiwanese politicians really hopping.

Start on Scene 4: GAXKTEGA
Start on Scene 5: TAXKTEGA
Start on Scene 7: ZAXKTEGE

For infinite time on Scene 1 and Scene 4, key in SXUAZGVG. For more ammo on Scene 2 it's AZNETGAP, and PAOEGATE for Scene 7. For more time on Scene 3, it's TAXEYAGA.



Tip for the Turtles...

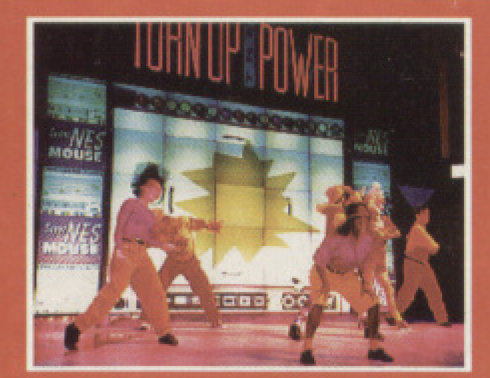
Last time we moved our butts and got in a quick photo of the Game Boy Game Genie. As you can see from last issue — Genie's small and neat, and takes all its power from the Game Boy. No, it doesn't come with the product designer, and if you know a better way to get someone to give you advanced codes than by threatening to drop him on his head, let me know.

Two cool features — one hardware, the other soft — is you can turn off the codes with a switch, and a tiny codebook is included.

The unit allows for three codes to be entered — so here's one to start your collection: Get your *Teenage Mutant Ninja Turtles — Fall of the Foot Clan* cart out, pop it into the Genie and watch that code screen scroll down. Now press in 3CC-CFA-3A8 for infinite energy for that shell-head.



Que? The Manic Marshal uses the amazing new *Super Mario Paint* to impersonate a Barcelonian waiter at last month's CES in Chicago — shame it can't do anything improve his looks!



Get on down! The purple bra brigade get very excited about Nintendo's launch of the SuperNES mouse — the essential accessory for *Super Mario Paint*!

Fight to the finish

There's no question Nintendo's out for blood now. Plans for 75 new SNES titles to come out this year — combined with a $25 million (£14.5m) ad campaign for the SNES in the States alone. Here's a quick look at just one of the new games coming out under the Nintendo label:

Battle Clash

It's tough, mean robots which fill the entire screen. Racing at speeds *The Flash* would envy. And you just happen to have a bazooka to blast their body parts away with! Similar to *Death Duel*, but a bit more cartoonish and gore-less. This'll be a fun one so wait till we get our hands on it. There's a two-player option, variable weapon systems and nine different adversaries to send to hell.

Check out the ultra-fast scrolling and the way the big character onscreen zips along as he/she/it (looking for that neuter pronoun) pummels you with power blasts.



Get a great

Subscribe to...

Cor, wotta line up! It
or Game Boy cos we
board — all for unde

Subscribe to N-FORCE for 12 months NOW and as well as getting each fab issue before everyone else, you won't have to pay any more dosh for future issues which might have the price bumped up due to special offers etc.

Now, onto the fabulously-cheap gifts. For SNES owners we've got the Datel Universal Adaptor. Simply plug it into your machine and you can play ANY Jap or American cart on the market. Brill or what — and only £4.99 with your 12-month subscription?!

For NES fans we've got the amazing LaserScope up for grabs — no Zapper game'll ever get the better of you again! Voice activated, just clip it on your nut, line up the head-up display, plug in the leads and kick arse! Retailing for around £30 it's yours with your subs for just £4.99!

Not to be left out, Game Boy freaks, here's a whopper for you! A magical MagniLight which illuminates and enlarges your screen as you play. Yours with subs for just £4.99!

But if you're already up-to-date with these great hardware offers, take up the fourth option — a discounted subscription! The normal UK price is £23.40 for 12 issues, but you can get them for the price of only 10! That's it, pay £19.50 and get a full year's subscription to Britain's biggest and best mag for Nintendo action!

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t doesn't matter if you've got a SNES, NES e've got the ultimate offers across the er a fiver!



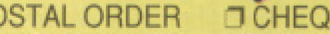
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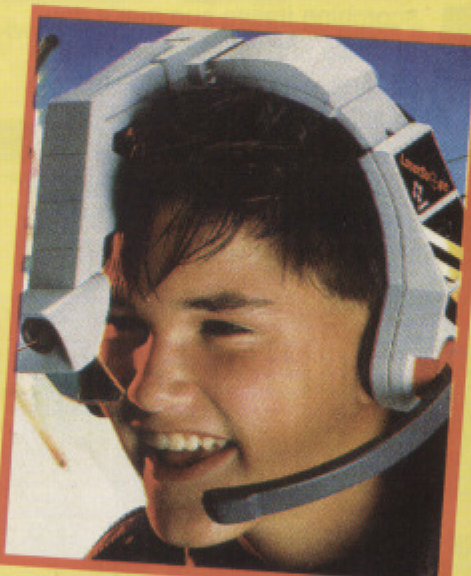
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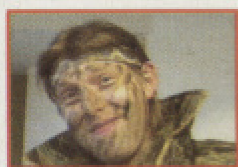
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N-FORCE
THE UNOFFICIAL ACTION MAG FOR NINTENDO GAME FIENDS!

Produced by GREMLIN, for the SNES, NES and Game Boy

LAP 46 — WATCH THAT OIL SLICK —
MUST MAKE IT.! MUST—
GET OUTTA MY WAY, DORK! I'M GONNA WIN!
CHAMP! CHAMP AT LAST!! I SURE BUSTED THOSE FELLAS! GEE!!
WHAT YOU GAWPIN' AT?
—ALL I NEED'S A CAR!!
FIZZ

Nigel Mansell's World Championship



Twenty three poles, 26 wins, 24 fastest laps, 417 points from 168 races — could it be GUNNS in the annual xenophobes' three-legged race? Naw, it's that man Mansell...

A scorching Italian summer's day at Imola and there's panic in the pit lane. The mechanics struggle to adjust the wing on your car, there are only five minutes of the qualifying session left and Senna's still got the fastest lap. Suddenly, hands fly up, the jack drops, the brake board clears away — you gun the half-tonne, 3.5 litre, 700bhp, V-10 roller coaster ride from hell they call a F-1 racing car, exiting the pit lane and accelerating to 150mph in under seven seconds.

With smoking B-compound slicks, you fight to stop the back end from stepping out as you burn into the sweeping sixth-gear left-hand Tamurello curve, passing the spot where Berger's car crashed and caught fire in 1989. As your speed climbs to over 200mph you flash past where Mansell controlled that high-speed spin so well in 1990.

Faster than you can blink, you're through the Rettifiolo, off the loud pedal, on the anchors, down through the gears from sixth to second and around the Tosa hair-pin.

As of October, you can become an adrenalin-pumping Formula One driver thanks to Gremlin Graphics.

Mega Mansell!

Gremlin has secured exclusive world rights to develop games based on and around our most popular sportsman — Nigel Mansell.

Nigel Mansell's World Championship, for the SNES, NES and Game Boy, features developments that have made previous racing games from Gremlin so good.

Viewed in first-person perspective, you take a seat behind the wheel and test your driving skills against the best in the sport.

Compete to win the coveted World Drivers' Championship over the 16 tracks in the modern Grand Prix season — such as Imola, Silverstone, Hockenheim and Spa.

Can you set up your car correctly for each track? Will the wing size give you sufficient down force, should you use hard or soft tyres, is the suspension right for the particular circuit, do you use manual or automatic transmission, will the ground effect be just right?

It had better be, cos you only get one qualifying lap before the race — after that it's maximum commitment for the duration.

You drive on the very edge of adhesion and, if you're lucky, take the chequered flag and the ten points that go to the winner.

Burning rubber

Graphically, the game looks stunning. But it's the sheer speed that takes the breath away — short of getting a drive with Williams or Ferrari, this is as close as you get.

There are a vast array of options including skill levels from wheel cleaner to world beater, and a special training track where, with the aid of the inbuilt computer, you can learn to control the car and regulate speed on those all-important adverse camber corners.

But most impressive of all is the 'Nigel Mansell coach option' where Nige gives you advice on how to drive each circuit as you race. With arguably the world's finest giving you tips, how can you possibly go wrong?

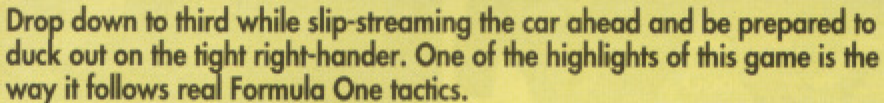
All three games appear to be streets ahead of the competition, the Game Boy version especially. Keep that breath baited until October and save up the pennies for *Nigel Mansell's World Championship* cos it's a knobbler.

After all, are you a Mansell or a Morbidelli?

Formula One Fax

1. It takes 15 people to change the four tyres on an F-1 car, but they can do it in six seconds!
2. An F-1 engine's completely rebuilt every 300 miles.
3. The ground clearance of an F-1 car at 180mph is little more than 5mm!
4. Tyres cost about $1,900 a set and each car use ten sets over a race weekend.
5. Due to the narrow power bands in a F-1 gearbox, changes have to be seriously fast, about 0.1 of a second.
6. When braking, a car goes from 200mph to standstill in under 3.5 seconds, pulling over 4g!
7. An average race sees you making over 3500 gear changes!
8. An average family car's petrol tank holds about 50 litres of fuel, a F-1 car carries over 200 litres.
9. Fuel consumption's about one litre per mile!
10. Nigel Mansell's going to win this year's Drivers Championship, no contest!

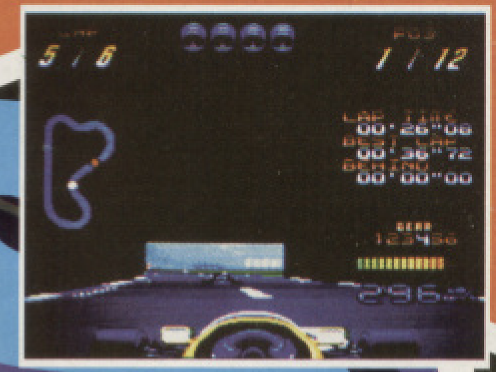




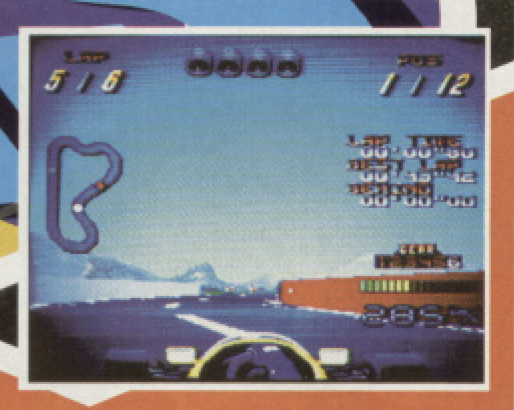
Drop down to third while slip-streaming the car ahead and be prepared to duck out on the tight right-hander. One of the highlights of this game is the way it follows real Formula One tactics.

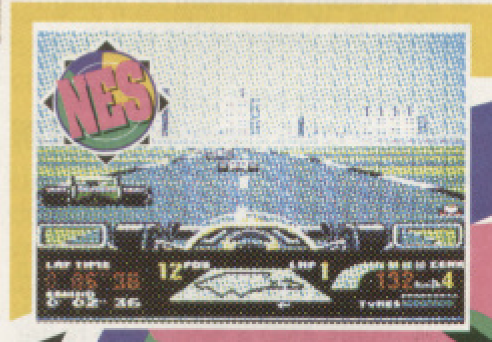


Excellent graphics and fast-paced action — the SNES version's got the lot! It'll drive you wild!









A leisurely drive towards the city two seconds behind the leader.







Going 181kph down the back straight and two cars to pass — can you make it before the next bend? No flamin' probs!



140 mph
Lap 1/5
0:30.8
0:00.0
Paused



I don't care what your driving instructor told you — 140mph in a tunnel's not good for your health!

155 mph
Lap 5/5
0:15.1
0:00.0
Paused



No way past these two on this lap — just hang back and wait for that magical opening to appear.

Lap 5/5
0:15.6
0:00.0
Paused



150 mph
Lap 4/5
0:12.1
0:00.0
Paused



NES

Yoshi

Little green dinosaurs hatching out of egg-shells, falling Bloopers and Little Goombas — MARSHAL pays another visit to Mario world in search of a bigger Yoshi...

Some of the most addictive video games are the simplest. Take *Tetris* — such a basic idea, with fast movement and plenty of thinking on your feet needed (scary as that might seem) — but nobody can deny its popularity.

Yoshi, one of the latest from Nintendo, follows the same basic principles giving you a simple yet extremely maddening game.

Yoshi's well-known as the little green dinosaur Mario discovers in the SNES hit *Super Mario World*. Okay, the game bears no resemblance to the Mario platform adventure — but it's still good to know what you're looking at!

Tetris cloning

Yoshi has a distinct *Tetris* theme, but with some neat twists. Viewing a vertical playfield, objects drop from the sky, and you control their lateral movements.

Unlike *Tetris*, you're not fitting pieces together — instead, stack identical shapes onto each other. Once this is done, the shapes disappear — let them reach the top and bang goes the game.

There are six types of objects, four of which are animated characters — Little Goomba, Blooper, the Boo Buddy, and Piranha Plant. The last two are eggshells — more about that in a bit.

Our old mate Mario hangs out at the bottom of the screen. His job's to catch the characters or the eggshells on four trays balanced on his outstretched arms. He can move from one set of trays to another, and flip them around. If a character lands on the left tray at the edge of the screen, Mario can move over to that tray and flip it along the line to the other side of the screen. Boy, will your head be whirling when things start moving fast!

The big question of course is 'Where's Yoshi?' — that's where the eggshells come in. Remember how he was trapped in an egg by Bowser in *Super Mario World*? Okay, so you got eggshell halves falling down: here's where you gotta use strategy.

> "The fun of *Tetris*, but with colour and sound"

The upper and bottom shell halves react differently when they reach the bottom. The upper halves just break — pop — no points, nothing. But the bottom eggshell halves land safely.

Combine a bottom and a top to make a whole egg, cos if you do, Yoshi hatches out for extra points. It also stops everything else from happening, giving you a much-needed breather.



Put those falling eggs on the right trays or it's an early retirement for young Mario at the bottom of the screen.

The real fun starts when you sandwich characters between the eggshell halves — the egg still forms when the top hits home. This means more points AND a bigger and better Yoshi.

A little Yoshi pops out when an egg forms directly, or a pretty wimpy Yoshi when a single character's between the halves. Two to four characters gives you a Yoshi who's been eating his Wheaties — plus 100 points.

Get five to six characters trapped between the shells, and Yoshi emerges with wings — giving you 200 points. The capper's when you hit seven characters — this means the pile's right at the top where it could end the game at any minute. Close the egg then and out hatches the ultimate, Star Yoshi. He's worth 500 big ones.

Be independent...

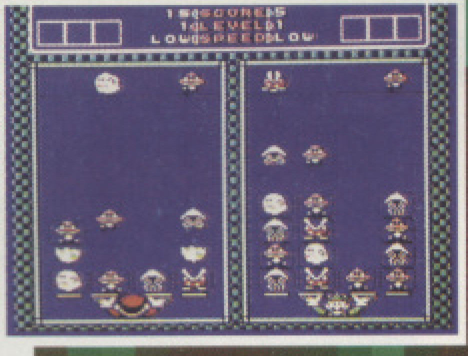
Yoshi really works as a two-player game. Each player sets his/her own options (independent control of level and speed) — it's a good way to handicap someone.

There's even a special feature — the challenge mode — where you send extra characters over from your side of the screen to your opponent's.

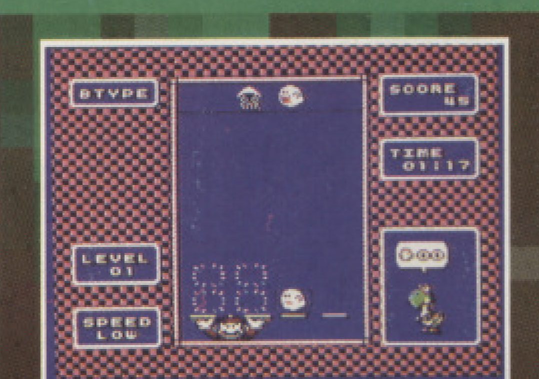
Do this by stacking characters between the eggshell halves. Every time you complete an egg this way, your opponent's life becomes more miserable — all the characters disappear from your side of the screen and head for his.

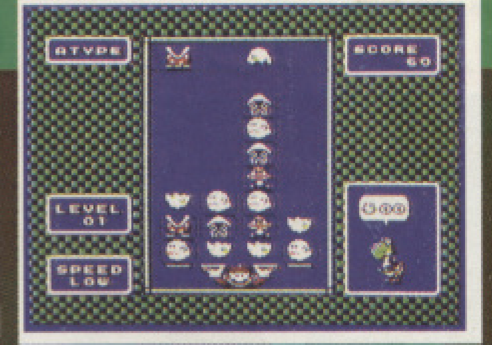
There's either an A or B-type game. A's based on scoring as many points as possible, while B's geared



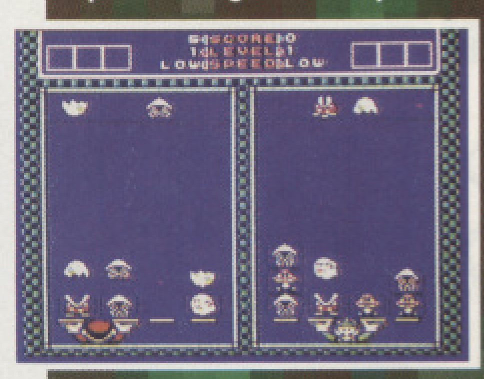


Like the classic Game Boy puzzler *Tetris, Yoshi's* a combination of speed and digital dexterity!

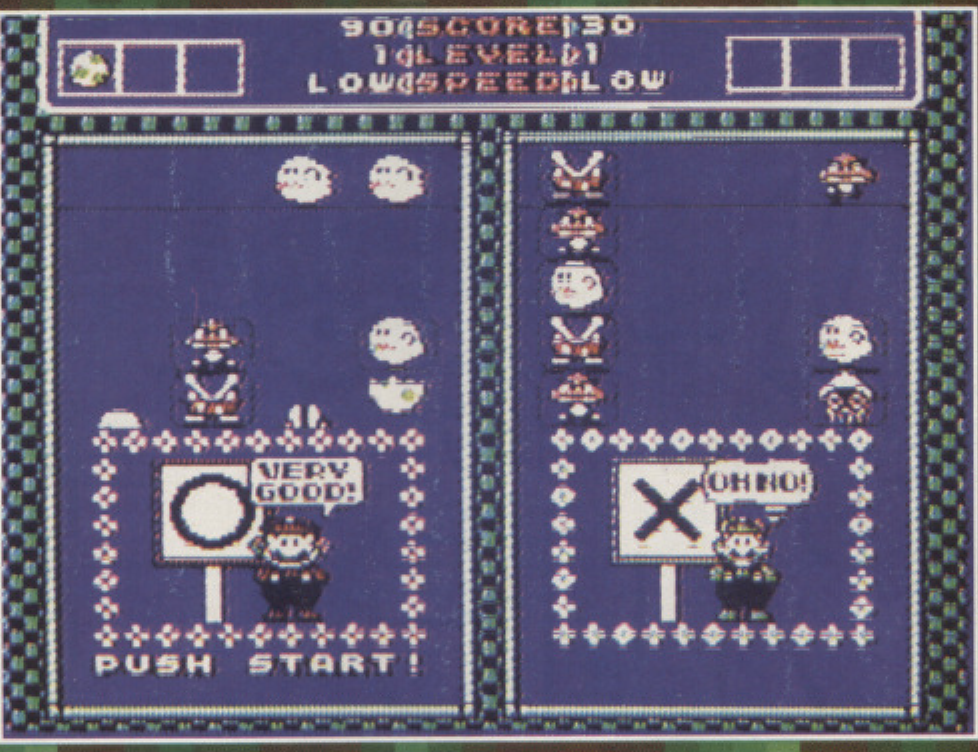




See the tall stack third from the left? It's about to be turned into a great big smiling Yoshi and lots of points!



Bloopers, Goombas and egg halves — must be April 1!



Two-player mode's the way to make the most of Yoshi on the NES. Each player can set their own options and there's even an exciting challenge mode. Oo er!



for trying to clear lots of stages.

The backgrounds can be changed (affects the colour mostly), and the background music can also be turned on or off.

Flippin' fast!

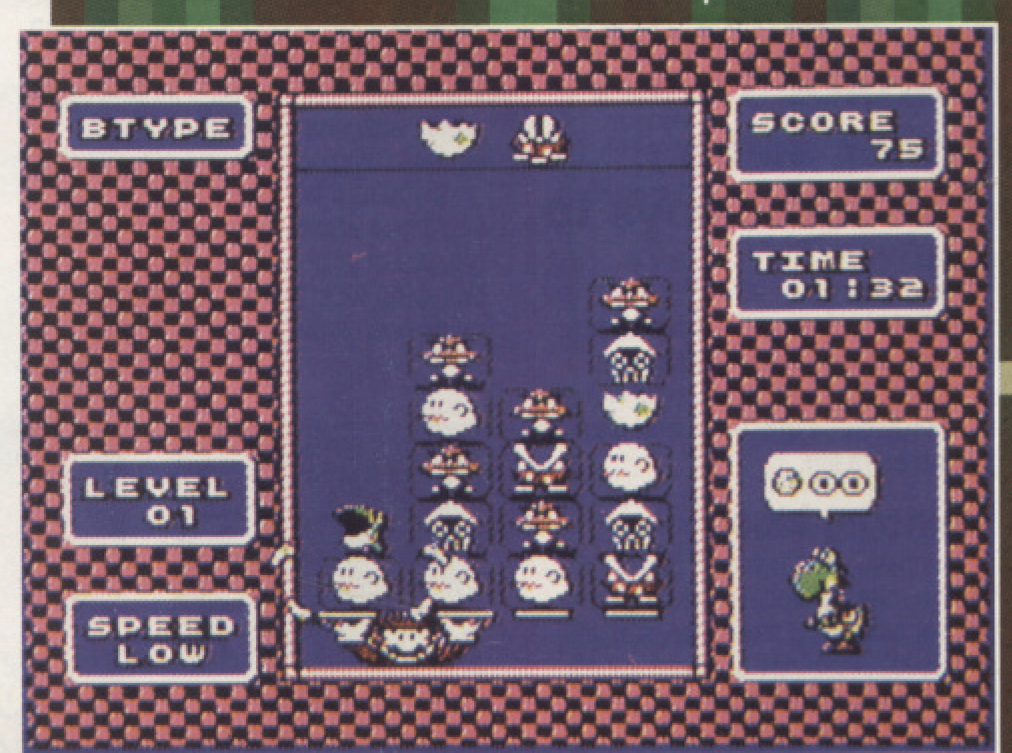
Understanding gameplay's simple — don't let the trays get stacked all the way to the top — or it's game over, dude. Action gets faster and faster, and every 40 characters causes the game level to increase.

What you see on screen tells all (there's no time for checking things out anyway with these guys dropping down). But if you do catch a glimpse, you'll notice the level and speed's indicated at the lower left side.

The current score's in the upper right corner, and the time limit's below it (but only in B games). Below that's a special window showing Yoshi and three eggs waiting to be filled in.

Animation's pretty good. Not *Terminator 2*-style, but better than watching dead blocks falling, right? I specially like the results when Yoshi hatches. Plus you get some nice muzak in the background.

Hey, basically this is great. The fun of *Tetris*, but with colour and sound effects. Just as hard, maybe harder — definitely just as addictive.

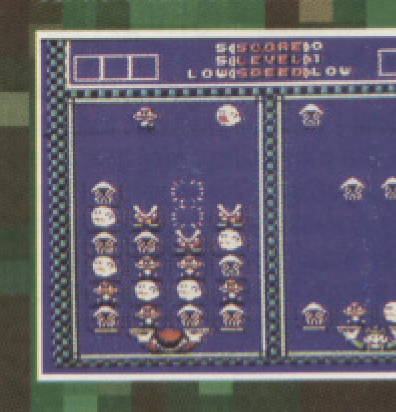




An options screen? Select game, level, speed and BMG (background music).

Mario's going to have to move faster than a spin dryer in a Chinese laundry to get those trays in the right positions. But we all know he can do it — he's our hero and we love him!





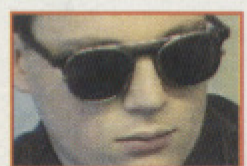


Producer: TITUS ■ Players: 1 ■ Price: £24.00
Supplier: VIDEO GAME CENTRE Tel: 0202 527314

SHADES AIN'T NO SUBSTITUTE FOR TALENT, GUYS...

BOY

The Blues Brothers



I need you, you, you! Those kings of rhythm 'n' blues are back in town. SHADES looks like the third Blues Brother, so he rocked the night away with the boys to cries of 'I'm not worthy!'

Back on the clubbing circuit by popular demand are Jake and Elwood, *The Blues Brothers*, ready to rock 'n' roll the night away. That was until they woke one morning to find some of their stage equipment had been stolen!

A phone call soon put them onto the scent, though — they'd been nabbed by town sheriff Josh McKenzie, and he wanted the boys out of town. Understandable really — it took three weeks to clean up after their last visit!

These guys don't give up just like that, they've got a show to do tonight, so they'd better find the missing kit darn quick. A guitar, headphones, microphone, speaker and spotlight are scattered about the five levels, with challenging locations like the state prison, underworld and department store to explore.

Sunglasses on...

Become Jake or Elwood in this romp around blues land. Neither has a weapon to use on adversaries found lurking around every corner — they just pick up the nearest crate and hurl it through the air.

Pop piles of pick-ups into the pockets for points and extra hearts. Records give one point, broken records deduct ten points, hearts add an energy credit and a hat and glasses give an extra life.

Bouncing blues!

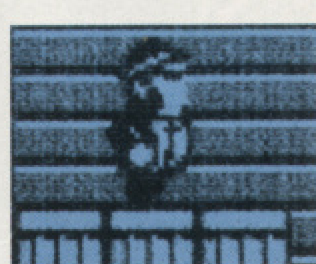
To complete each level, all you do is find the missing piece of equipment. Special items help movement about each level — springs send the dudes rocketing into the air to reach higher levels and catch balloons to fly.

The Blues Brothers is a typical platformer with cartoon graphics and music that really sets your toes tappin'!

If you're looking for originality, then this is definitely the wrong place. We've seen this format time and time again, with only the graphics and sound changing to create a new game.

If you're a big *Blues Brothers* fan, you'll love stomping about the levels (as one of your heroes) with a thumping hit in the background. But as an all-new platform game, forget it!

SHADES 80%

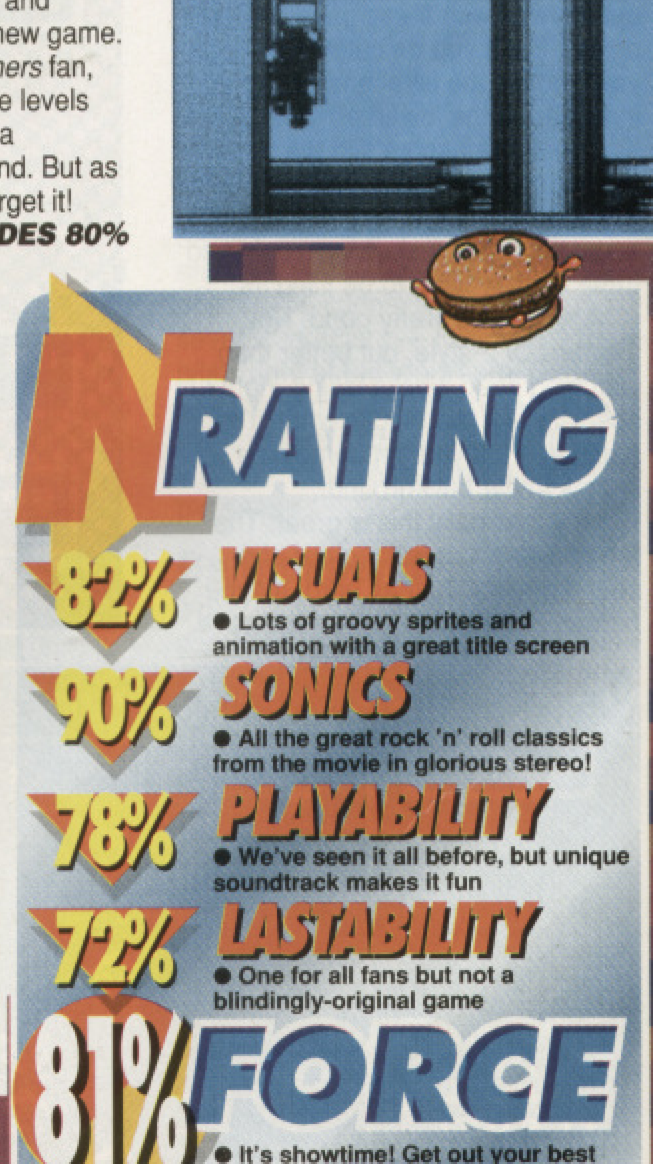



Jake goes midnight shopping down the local mall in search of his guitar.



Everybody needs somebody, everybody needs somebody — to love! And if you can't find someone, get *The Blues Brothers* for the Game Boy cos you'll love it. Over five levels of platform pyrotechnics, well-drawn and animated sprites move with smooth speed to the best soundtrack yet on the Game Boy. My toes were tapping the whole time I was playing but the one thing that really stood out was the playability, any game this user-friendly has to be well put together. This is fantastic stuff — just like the film. The only drawback is it really ain't that special on the gameplay side. Also, five levels may not be enough to sustain a high lastability rating, but if you like platform action this one's for you.

GUNNS 81%



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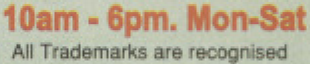
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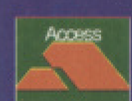
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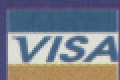
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Producer: ACCLAIM ■ Players: 1 ■ Price: £TBA
Supplier: KRAZY KONSOLES Tel: 0422 342901

SNES



Rat attack! Grab all the mallets, mega-lasers and mincers you can find and follow SHADES — the man with pockets full of cheese triangles!

Krusty's Super F

Roll up! Roll up! For a rodent-splattering extravaganza. Krusty the Clown's amazing Fun House has been overrun by the little beggars and he needs help to stop 'em stealing his interesting cheese collection!

The Simpsons family have been roped into operating the devilish rat-catching machines which waste the menaces in a variety of horrible ways. Bart has giant boxing gloves to bash them, Homer zaps them with 7,000 volts, and Sideshow Mel minces them into rat burgers!

But none of this can happen until the big-eared munchers walk near the machine.

Splatter the rodents!

The rats all walk in one direction until they hit a wall or obstacle, then come back again. A bit like goofy Lemmings really. They walk up one-block steps and are sucked up pipelines like grains of dust. It's Krusty's job to make sure they move towards the splattering machines.

Place blocks, pipe pieces and spring boards in their way to give them a shove in the right direction. Boot special magic blocks to reveal all sorts of Krusty goodies giving points, extra lives or custard pies to fling in the general direction of something nasty.

Each level's made up of rooms full of rats. Get rid of 'em all before dashing for the exit door and moving to the next pest control zone. There are four types of mean dudes lurking in the levels. Flying pink pigs which squash things, aliens with laser guns, slippery snakes spitting venom balls and birds dropping eggs.

Crazy cartoons

Matt Groening's cartoons look great, with all the creatures in his same fun style. There isn't much in the way of animation though, and for a SNES the backgrounds are very poor.

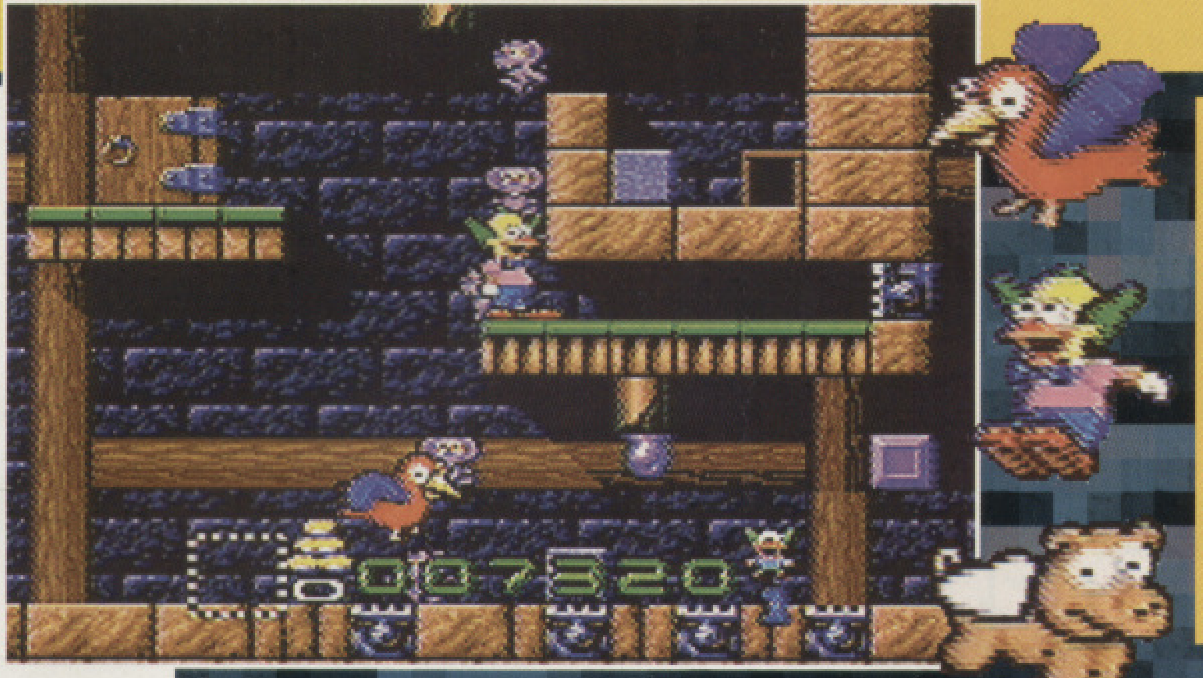
"Cute graphics — just not enough of it"

Most of the game's one solid graphic with just the odd backdrop turning up. Nearly all SNES games have scrolling backgrounds so this is a bit of a disappointment.

There just isn't enough in this game to keep most gamers playing for long. It's all very cute and cuddly, the puzzles get quite taxing and there are five levels packed with rooms to clear, but they all look pretty much the same.

Krusty's Super Fun House is a great game for younger Simpsons fans. The puzzles and cute graphics should keep them occupied for ages. For hardened gamesplayers, however, there just isn't enough in it.

SHADES 83%





Eat all your crusts!

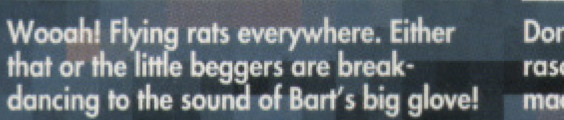
- Krusty's bag of tricks: 10 points
- Krusty mug: 20 points
- Krusty hooter: 50 points
- Krusty doll: extra life (max of nine)
- Krusty burger: bonus health
- Krusty potato chips: bonus health
- Krusty shake: bonus health
- Pies: gives you ten pies
- Super ball: five balls to knock down walls
- Block: steps for rats or Krusty
- Glass jar: to put things in
- Glass jar with mouse: told you!





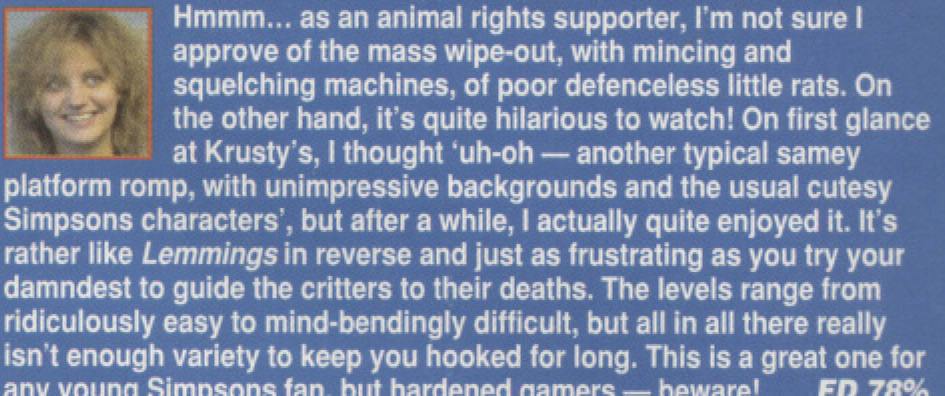




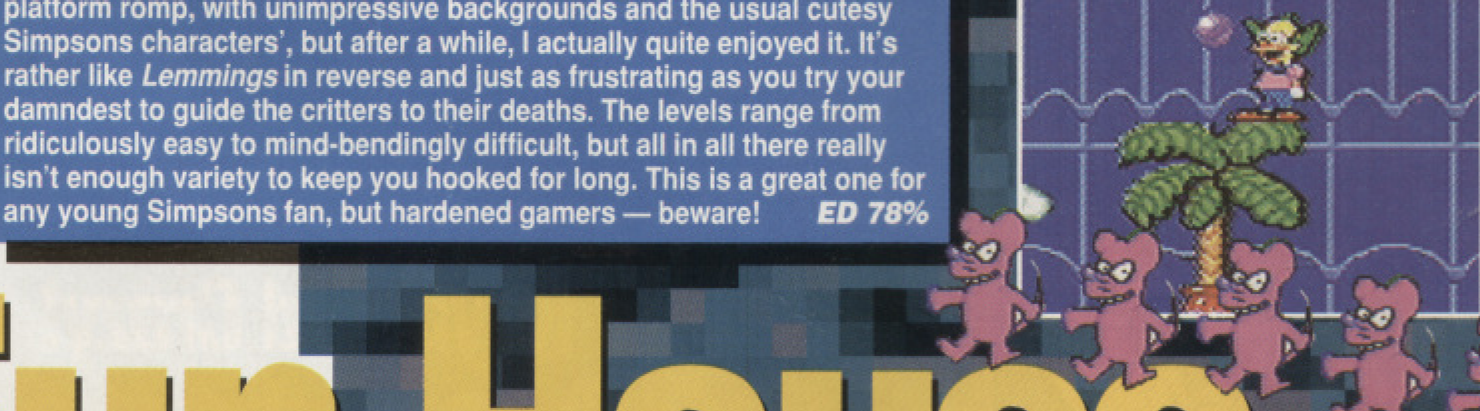


Wooah! Flying rats everywhere. Either that or the little beggers are break-dancing to the sound of Bart's big glove!

Don't you bite my toes you rodent rascal! I may be yellow but I'm not made of cream cheese!



Hmmm... as an animal rights supporter, I'm not sure I approve of the mass wipe-out, with mincing and squelching machines, of poor defenceless little rats. On the other hand, it's quite hilarious to watch! On first glance at Krusty's, I thought 'uh-oh — another typical samey platform romp, with unimpressive backgrounds and the usual cutesy Simpsons characters', but after a while, I actually quite enjoyed it. It's rather like *Lemmings* in reverse and just as frustrating as you try your damndest to guide the critters to their deaths. The levels range from ridiculously easy to mind-bendingly difficult, but all in all there really isn't enough variety to keep you hooked for long. This is a great one for any young Simpsons fan, but hardened gamers — beware! ***ED 78%***

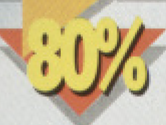




Fun House



N RATING



80% VISUALS
- Nice sprites, shame about the still backgrounds



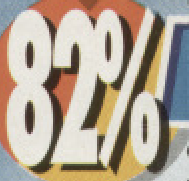
78% SONICS
- Let the Krusty band play on your SNES (if you're up to it!)



75% PLAYABILITY
- Good range of puzzles and humorous gameplay



74% LASTABILITY
- Too repetitive to last longer than a few games



82% FORCE
- Looks great, but there's just not enough in it!

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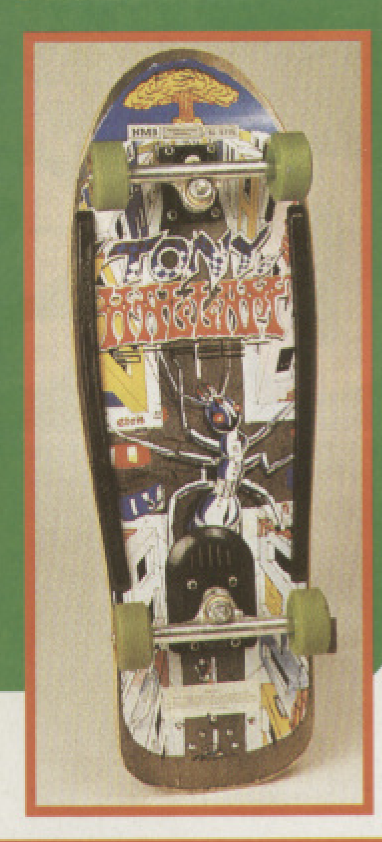
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Remote Madness



602989

Keyboard Crazy!



656661

Just for a laugh, we didn't put the winning numbers in last month (okay, so it was a printing error) so here they are now:

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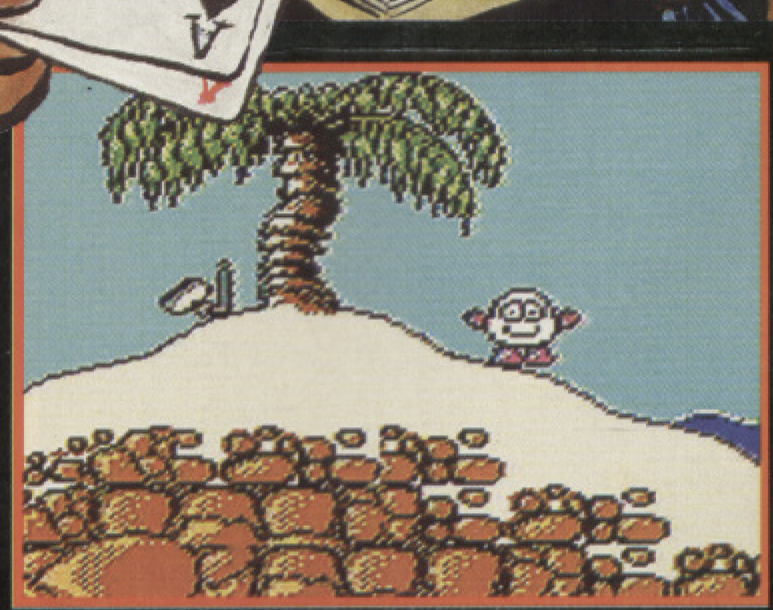
ACE'S HIGH

Pull-out 'n' keep tips for your NINTENDO!

Greetings gadgeteers! Well what a crazy month! I was in Malibu the other day, giving Michael Douglas an autograph (well, you have to please the masses) and before you can say N-FORCE-is-the-coolest-mag-in-the-universe, he's on his knees begging me to play the starring role in Evita. Apparently Madonna's 'indisposed' and he needs a big name to carry the film. Of course I refused, I've got to practice my *Super Cup Soccer*. But in between all this razamatazz, I've made time to compile the hottest tips section ever. I'm off to play *Yoshi* with Kylie and Danni now, so remember, if you've got any tips, codes, and cheats and want a chance to win an excellent N-FORCE T-shirt, send 'em to: ACE'S HIGH, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW



Street Fighter II, already king of the console after only a month, storms onto the SNES with a kaleidoscope of graphic action. With buckets of blood, sweat and tears, we bring hot tips giving you an extra edge. See page 36 for more details...



Treasure Island Dizzy, the eggstraordinary adventure of a little wobbling yokey fellow, is followed from start to finish with a whopping map and heaps of hints. If you enjoy a good scramble, you won't want to miss this eggciting eggstravaganza. See page 38.

BLASTED THIS MONTH...

SNES
37 Actraiser
44 The Addams Family
42 Contra Spirits
37 F-Zero
37 Final Fight
48 Gradius III
36 Joe and Mac
48 Pilotwings
36 Sim City
36 Street Fighter II
42 Super EDF
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36 Super Mario IV
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48 Super Smash TV
42 Super Tennis
37 Top Gear
48 UN Squadron

NES
36 Battle of Olympus
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36 Kung Fu
37 Lifeforce
36 Rad Racer
36 Solar Jetman
36 Tetris
38 Treasure Island Dizzy
42 T2 — Judgement Day

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36 R-Type



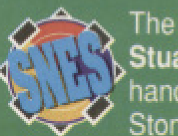
Super Mario IV



They're all a bit Mario mad north of the border. Recent opinion polls show that if it came to a choice between the fat little Italian and John Major as prime minister, well, there'd be no contest! This month special thanks go to **Stuart Murray** of **Aberdeen** for this great cheat. To re-enter a castle press [L] and [R] simultaneously. Ta Stu — keep in touch mate!



Joe and Mac



The flying Scotsman, **Stuart Murray**, also has a handy tip for this super Stone-Age beat-'em-up. To exit a level you've already completed, [PAUSE] and [SELECT]. This cheat's excellent for powering up and collecting lives.





Street Fighter II

Once again Northerners prove their superiority as **David Burk** from **Liverpool** comes up with the first tip for the brilliant *Street Fighter II*. This handy cheat allows two players to choose the same fighter — allowing Ken to fight Ken for example.

When the title screen showing Capcom appears (before the Street Fighter logo!) press [DOWN] and [R], then [UP] and [L], finally [Y], [B], [X], [A]. Practise cos you've only got about a second and a half to enter the cheat. If it works you hear a ping and the screen turns blue.

Top tipsters Barry Blake, Stephen Faulkner and Wayne Kearney of County Meath, Republic of Ireland have sent more tips than Shades has girlfriends (flippin' millions!) They've been hammerin' away on their NES for months, and here's what they came up with:

Rad Racer

To choose a course, pick your car and on the next screen press [B] the appropriate number of times (see table for details). Then hold [DOWN], [UP] and [R] and press [START].

Course	Name	Press [B]
1:	Sunset Coastline	—
2:	San Fran Highway	once
3:	Grand Canyon	twice
4:	Ruins of Athens	three times
5:	L.A. Night	four times
6:	Snow White Line	five times
7:	Seaway in Typhoon	six times
8:	Last Seaside Running	seven times

To watch the end-of-game sequence press [B] 64 (!!) times. Then go through the above process.

Double Dragon II

When playing on your own, choose the two-player B option. As you start, kill your companion. For every life he loses, you gain one.

Solar Jetman

Use this code to get to the ultra-difficult Planet 13 of this absolutely brilliant game:
■ DDHVBQBBGDHB

Kung Fu

Jump kick the 12th man on every stage to receive 5,000 bonus points.

Tetris

To clear any level on game type B, hold [SELECT] while the block's falling. When it hits another block it will say 'success.' Do this on A-type game to get 10,000 points for every drop instead of 11.

Gunsmoke

On the title screen press [A] four times, [SELECT] four times, [R] twice and [START] to get a machine gun with 300 bullets.

Battle of Olympus

Enter this code for all items:
■ BFfxvN XQnls8k
■ cm2FHu X4gW5Zd

R-Type



Martin Campbell of **Inverness** maybe be a haggis-bashing Scots git, but he's got some great tips. To get a well-cool options screen, sound test and level select press [DOWN] and [SELECT] on the title screen simultaneously. Now press [SELECT] to get back to the action.

Puzznic



A special mention this month goes to glamorous granny **Mrs T New** from **Bedhampton, Hants**, who's a bubbly 59-years young. She just loves her Game Boy (Mr New?!) and her favourite game of the moment is *Puzznic*. She's having great difficulty getting past level 47, so if anyone out there can help, write to me and I'll pass the solution on to Mrs New. She may even send the kind soul an extra-large piece of fruit cake — yummy! Meanwhile, for all those who haven't made it to the infamous level 47, here's a list of passwords (all full stops are intentional).

2:	ITOH MIWA	18:	TAKA BUZU	34:	NINT ENDO
3:	SAWA ITOH	19:	AKIT OSHI	35:	GAME BOY.
4:	GOTA GOTO	20:	HORI MOTO	36:	CHAS E.HQ
5:	DON. DOKO	21:	BABU CHAN	37:	BAKA TONO
6:	PUZZ NIC.	22:	DOKU GASU	38:	KODO MONI
7:	YUPO NTAN	23:	SUGA PEE.	39:	MAKE RUNA
8:	ZUN. DOKO	24:	INEM URI.	40:	HATT ORI.
9:	ZUN. TATA	25:	SEXY ITOH	41:	MEIJ IN..
10:	TAKA MINE	26:	SERA HOSI	42:	DONT MAID
11:	NISI YAMA	27:	MUKA SHI.	43:	UCHI MURA
12:	DARI US..	28:	ARU. TOKO	44:	NOGU NOGU
13:	FLIP PULL	29:	RONI OJII	45:	TENT SUKI
14:	NAOM I.N.	30:	SANT O.OB	46:	PCNO .SCI
15:	YUYA NISI	31:	ASSA NGA.	47:	KYOM O...
16:	MOGU MOGU	32:	SUND EIMA		
17:	TOMO YO.H	33:	SITA MARU		

Sim City



If you're having problems stopping the meltdown sequence on the Boston scenario, here's a handy tip that'll help. As soon as the meltdown begins press [L], [R] or [X] and move to the nuclear plant. Demolish it and build a new one. The meltdown won't occur. To build an anti-monster department, get your population to 200,000. Summon the monster and call the Doc's light icon ten times. He'll build you the department. What a nice man!



Top Gear



Last month I gave you the amateur level passwords for this brilliant racing sim. It must have inspired **David Crick** of **Rickmansworth, Herts** cos he's sent a complete list of passwords. Remember if you enter the UK password you can select any of the countries in that category.

Level	Amateur	Professional	Championship
S. America	MOONBATH	FOUR MEG	EDUCATED
Japan	GEARBOX	LEGEND	OILCLOTH
Germany	CAR PARK	THEWORLD	WRECKAGE
Scandinavia	ROAD HOG	LETS RACE	CARACOLE
France	EMULATOR	ALCHEMY	EPYLLION
Italy	ANALYSER	A LOOPER	GLUCAGON
UK	HORIZONS	SEASONAL	KEELSON

Final Fight



To get a hidden options screen with difficulty select and sound test, hold down [L] and [R] and press [START]. Now go to exit and press [B] for the options to take effect.



Actraiser



Shades is the authority on this brilliant game — he completed it in record time. If you've finished it in regular mode you can select a professional mode. Go to the title screen and move the game icon below new game. The word 'professional' appears, enabling you to play the game in arcade mode.

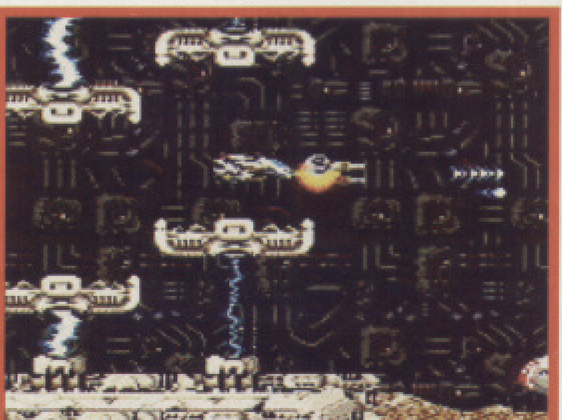
Another handy tip's to cause an earthquake in Kassandra after the pyramid has risen. During the city rebuild, the inhabitants find a yellow heart. This increases your number of hearts during the action scenes.



Super R-Type



James Nightingale from **Dunstable, Beds** is responsible for this brilliant cheat. To get a weapon select, go to the title screen and press [Down], [R], [Right], [Down], [Right], [Right], [Down], [Right], [Down], [Down], [START]. As soon as the action starts pause and press [R], [RIGHT], [DOWN], [Y], [DOWN], [RIGHT], [DOWN], [LEFT], [RIGHT], [DOWN], [RIGHT], [RIGHT]. Hey presto! Choose your laser by pressing either:



A — Air-air laser
B — Air-ground laser
X — Reflective laser
Y — Split laser
R — Shooting gun

Now press [A] for a homing missile or [X] for an air-ground missile. Happy blasting!

F-Zero



Thanks to Neil 'the man who can' Gossage for another frenzy of top tips including a fab guide to this funky space-age super racer. To get a super boost from the starting line hold down the accelerator. As soon as the race begins, pull out in front of your competitor. He slams into your back giving a whopping boost forward.

In Port Town II get a super jet and head to the left after crossing the starting line. Activate the super jet before you get to the jump ramp and quickly angle to the right to jump to the opposite side of the track.

For a power-up, go to the flashing patch on the track, get on top and ride across it. A spaceship refills your energy from the air so you can get back into the game.



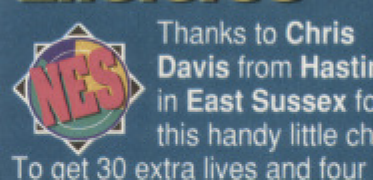
Choplifter II



Top cheese eater **Neil Williams** of **Caerphilly, Mid Glamorgan** thinks he's pretty cool cos he completed this airborne adventure in a day! Well matey, that's nothing — I finished it while eating my take-away Vindaloo! Oh yeah, and if you're so flippin clever how come you forgot to mention what format it's on? See what plonkers I have to deal with! Anyway here are the passwords:

1-2:	SKYHPPR
1-3:	LKYBYSS
2-1:	CHPLFTR
2-2:	BYMSFWR
2-3:	RGHTHND
3-1:	GDGMPLY
3-2:	TRYHRDR
3-3:	SPRYSKS
4-1:	CMPTRWZ
4-2:	CHPYBYS
4-3:	VRYHPPY
5-1:	GMBYQZD
5-2:	LVLYTYZ
5-3:	GDDYGMZ

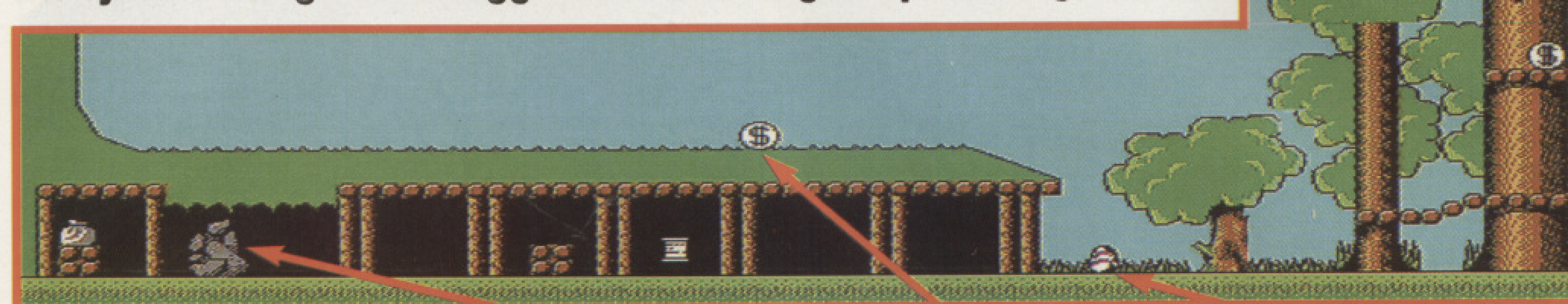
Lifeforce



Thanks to **Chris Davis** from **Hastings** in **East Sussex** for this handy little cheat. To get 30 extra lives and four continues push [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B], [A], [START].

Treasure Island Dizzy

Here we go with an amazing map and tips for the brilliant Dizzy game from *Quattro Adventure*. Join the eggy bloke on an eggciting journey through the depths of the ocean, over the sandy beaches and up in the enchanted tree house. Lots of fish to be dodged, coins to be found, hidden treasure to discover and bartering to do with the strange shop keeper. And why does our cracked-up hero do all this? To escape from the island and get back home to his girlfriend, Daisy. The things some eggs will do for a good poaching...



Careful here. Drop explosives near the rock and it shatters!

Don't forget to collect all the gold coins or Dizzy won't be able to get off the island and home for tea!

Use the magic pebble near a wooden carving for a big surprise. I hope you're not scared of heights.

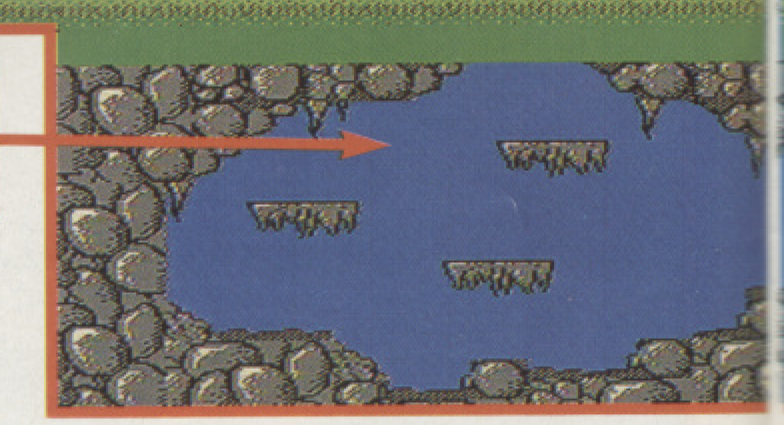
The gravedigger's spade is a useful tool. Spare ribs for supper then Dizzy?

What a busy little bee. She's quite harmless really though. Try making friends with her and see!

To bounce in the clouds you need the knack. If the yolk bloke falls he'll certainly crack!

Reading the scrolls dotted around the game gives clues and special messages for any adventurer. Check them all out!

There's one way into the pirate's cave, but no way out — unless Dizzy has collected something holy first and used it properly.



Watch out Dizzy! Walking underneath any cage causes it to fall and trap our hero, so jump!

You need something heavy to get our eggy bloke up onto this platform. But is it worth the weight?

Now what could you do with a detonator? Find something that goes bang and take the plunge!

It's one of the amazing disappearing trees! Good old Codemasters — they can't fool us!

That's strange. The ground seems hollow! I wonder what dangers are lurking below?

Notice the different coloured logs in the bridge. A good hacking session is what's needed here.

This was once a pirate's cave, and it looks like he's left his suitcase! Beware! He's got deadly socks.

Another character with a bee in his bonnet. Give him a shove and see what he can do for you.

It's a well-known fact that eggs can't breathe under water (isn't it?) Not even the super hero Dizzy can hold his breath forever — and that's no yolk!

Look! It's another one of those tasty gold coins. Stick this in Dizzy's pocket and he can buy some sweets on the way back to the Yolk Folk tree house.



Now how's Dizzy going to get himself up and over this big block? It's a puzzler alright. Now let me think...

Gosh! What have we got here? It's a nice shiny stone just the right size for climbing over big blocks. That was a tricky one!

Nobody calls me chicken!

Once upon a time in a chicken's bum far, far away, a small, white, oval dude was born. This was no ordinary egg. You could say he was eggstraordinary!

He grew up in a small village just north of Poultryville with his cracked-up family and all-white chums. Living in tree-top houses, The Yolk Folk were safe from the evil beings roaming the ground below and the nasty ruler of the land, known to the mortals as Zaks.

Heavy on the mayo!

Dizzy's a born leader and has a tough shell in a fight. He's always the one who has to look after the little eggs when the elders go away.

The Yolk Folk often get into scrapes. Dora, Dizzy's sister, loves picking flowers. Denzil's a cool customer and loves loud music. Dylan's a hippy type and never washes his hair! Dozy's never awake long enough to find out what he likes and Grand Dizzy's gone slightly quackers — he's always talking about the war. Of course Dizzy's favourite's his girlfriend Daisy. Unfortunately she's usually the one that gets kidnapped by Zaks, because he knows Dizzy will come looking for her.

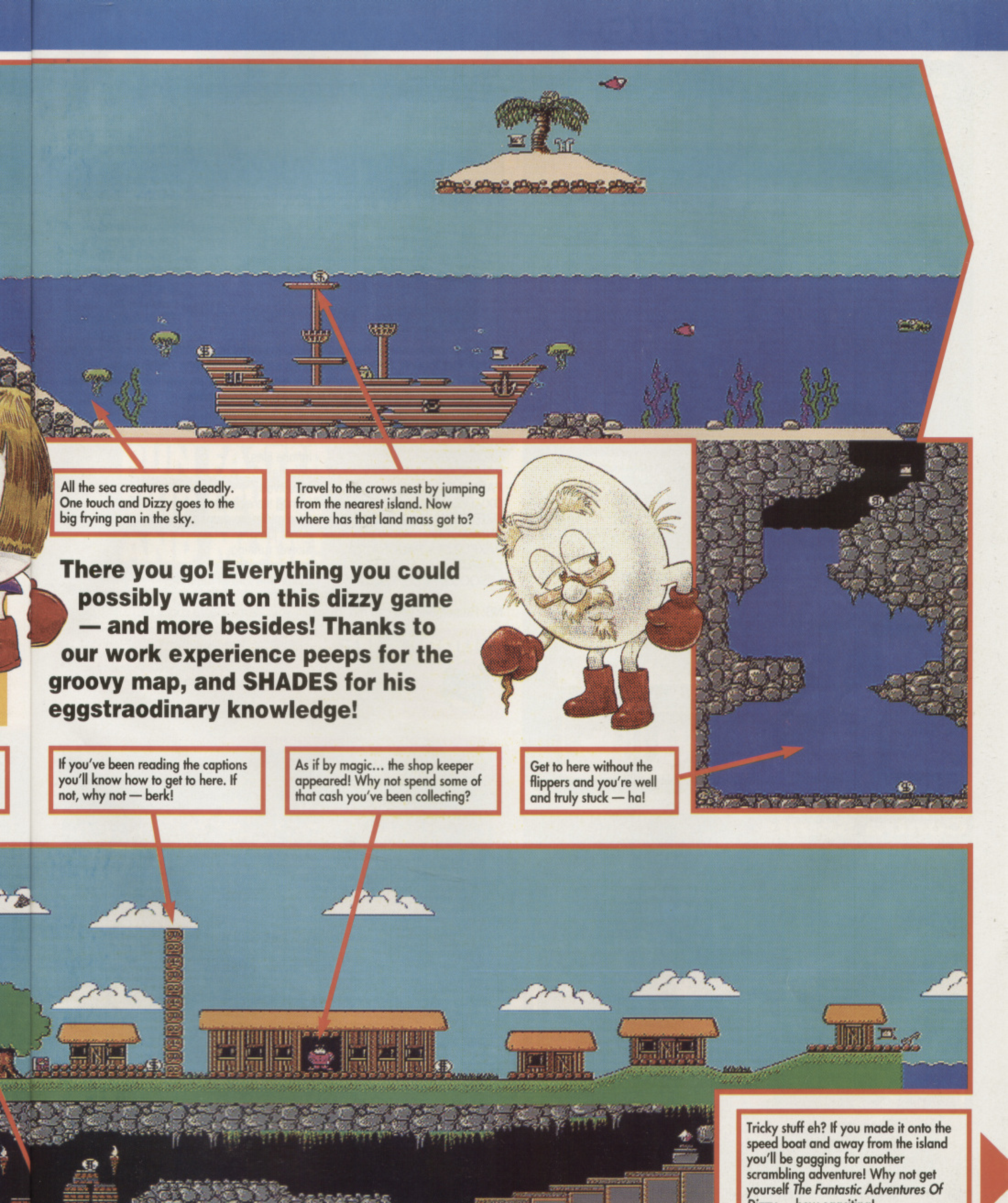
The Yolk Folk make Zaks' life a misery. He wants control over the whole land, and the eggs' tree houses are all he needs to complete his collection. This is why he's constantly trying to get our Dizzy out of the frying pan and into the fire!

Can the eggy hero survive being stranded on a treasure island and get back to his people before Zaks has his evil way with the beautiful Daisy? Only time will tell...

This is no cod and you don't want him with chips! Just run away as fast as you can!

Remove your hat and be quiet! Have you no respect for the dead. No? Well get your spade out then!

Shut your trap! Or if you can find the right object, open it and steal what's inside.


All the sea creatures are deadly. One touch and Dizzy goes to the big frying pan in the sky.
Travel to the crows nest by jumping from the nearest island. Now where has that land mass got to?
There you go! Everything you could possibly want on this dizzy game — and more besides! Thanks to our work experience peeps for the groovy map, and SHADES for his eggstraodinary knowledge!
If you've been reading the captions you'll know how to get to here. If not, why not — berk!
As if by magic... the shop keeper appeared! Why not spend some of that cash you've been collecting?
Get to here without the flippers and you're well and truly stuck — ha!
Tricky stuff eh? If you made it onto the speed boat and away from the island you'll be gagging for another scrambling adventure! Why not get yourself *The Fantastic Adventures Of Dizzy* — how eggciting!



Super Tennis

Before you send me millions of complaints let me make it clear this tip's for the Famicom and not the English SNES. **David 'Hey, hey, we're The Monkees' Jones** of **Newport** sent in a code for an exhibition match against some dude called Tomkin. Simply enter:

K8XD3HR, FTLWJPC, 2GNYBQI, 4065C6P, DJSTK8X, D3HRFTL, WJPVKMW, IJJ.

Waste him and a congratulations screen appears. You're given the secret command; [L], [L], [L], [L], [L], [X], [R], [R], [R], [R], [R], [R], [R] and [X]. Input this with the second joypad on the player select screen and you get a harder difficulty level.

At last, a tip for the UK version of *Super Tennis*! On the player-select screen, press [L] five times, [X], [R] seven times, then [X] on controller two. This gives your player the best abilities available. Now you've no excuse for losing!



Contra Spirits

Thanks go to **Binu Mohan** from **Chippenham** who jetted down to Forcefield Plaza at the 6th International Computer Show and gave me a doggy bag full of juicy tips, including this tasty morsel.

In two-player mode, if one player's dead and has no lives left he can trade in his smart bombs for extra lives by pressing [A]. Thanks for coming and remember — keep in touch.



Blow your own Hornby!



Proof that *Ace's High* is the industry's most-respected tips section comes from the suave and debonair **Andy Hiseman** and those wonderfully nice people at Hornby. They've sent an exclusive copy of the latest Game Genie codes for the brilliant *T2 — Judgement Day*. If you're not man enough to complete the game, this dazzling array of delights gives you the edge. Remember though, these are UK codes and they work only on UK decks and versions of the cart! This's gonna be a regular feature, so stay tuned each month to *Ace's High* — the solutions to tomorrow's games, today!

T2 — Judgement Day

CODE	EFFECT
SXOELOVK	infinite lifes
PANXTLGA	one life
PANXTLGE	nine lives
GXVTVZAX	infinite life energy
OZETEUPK + VYETOUNN	take minimum damage
XNNPXORN	super jump
PAXPUZZA + PAUONAZZA	slower running
LAXPUZZA + LAUGNZZA	faster running
LESOOGZA + LEVPSGZA	faster and further jumping

NB: Remember you can mix 'n' match your Game Genie codes.

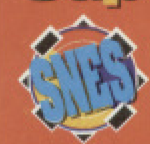
Super EDF



This shoot-'em-up's a real doddle to complete but should you be having problems, here's a handy cheat. To become invincible pause the game and press [A], [B], [X], [Y], [L], [R], [UP], [DOWN], [LEFT] and [RIGHT]



Super Ghouls and Ghosts



Arthur and Princess Guinevere are back again in their quest to defeat Sarduis, the emperor of evil.A roving platform beat-'em-up, your job is to search the realm for magic and rescue Guinnie from the Phantom Zone. To access the Level Select, go to the options screen on your second joypad. Point the arrow to EXIT then press [L] and [START]. Now press [START] on Joypad One.

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Tips 'n' Cheats

The Addams Family



When this game first came into the office we played it non-stop. Naturally, being the coolest dudes around we finished it no problemo! Cos I'm such a nice guy and Shades is the king of platform games, we've combined our brain cell and put together a crucial guide to help save the kooky spookies.

I'll start with the basics:

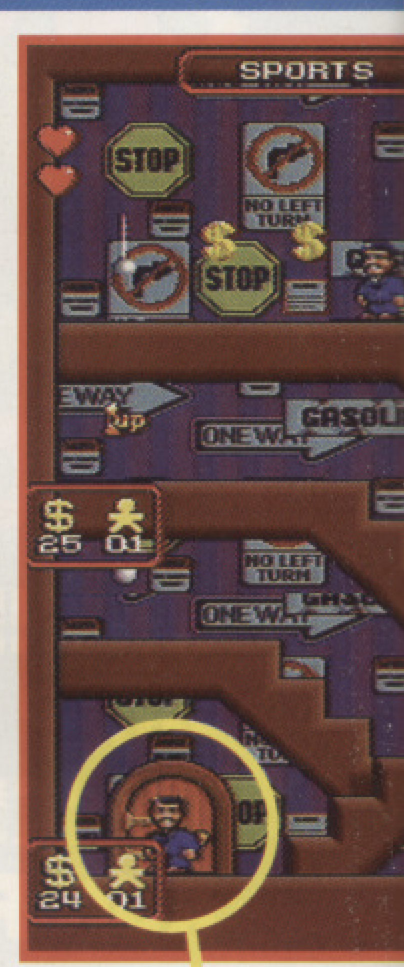
When you get the Game Over screen, walk left past the continue door to get four extra lives. To access a special hidden room, called Behind the Stairs, go left in the Hall of Stairs until you are under the door above you. Now push up and a door will open. Go through to Pugsley's Den, and then follow the map to find the coins, hearts and icons.

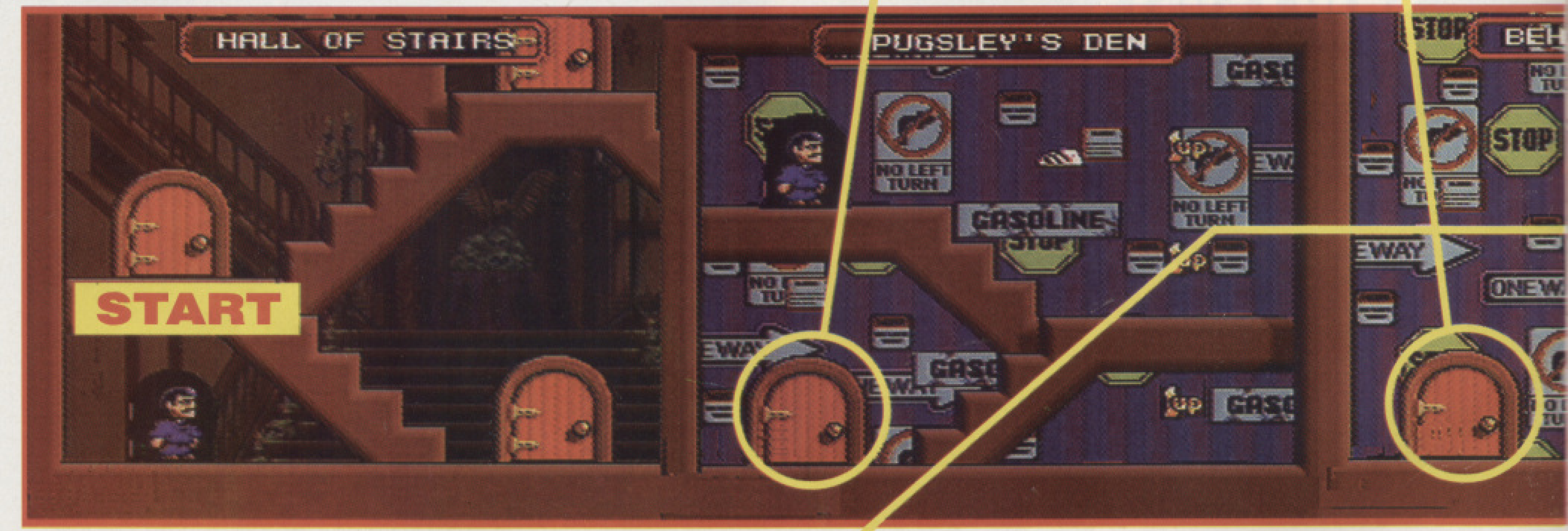
Another useful source of coins and lives are the chimneys. Climb the noose at the far left of the grounds to get the Fezicopter. Now fly right and go down the first chimney. When you exit, go back down the chimney and you find another bonus room. With all these extra lives the task at hand is made much easier.

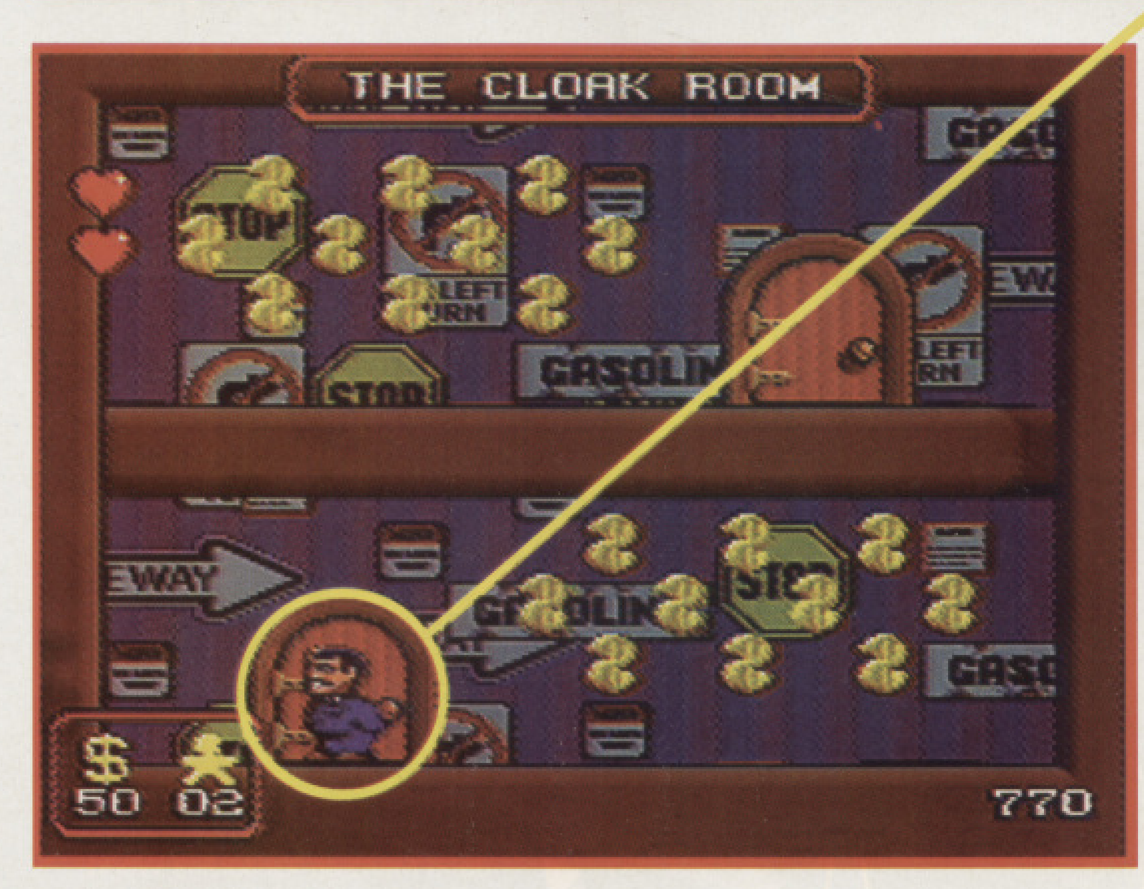
If you still have problems with the Addams then maybe you'd like to try one of these handy passwords.

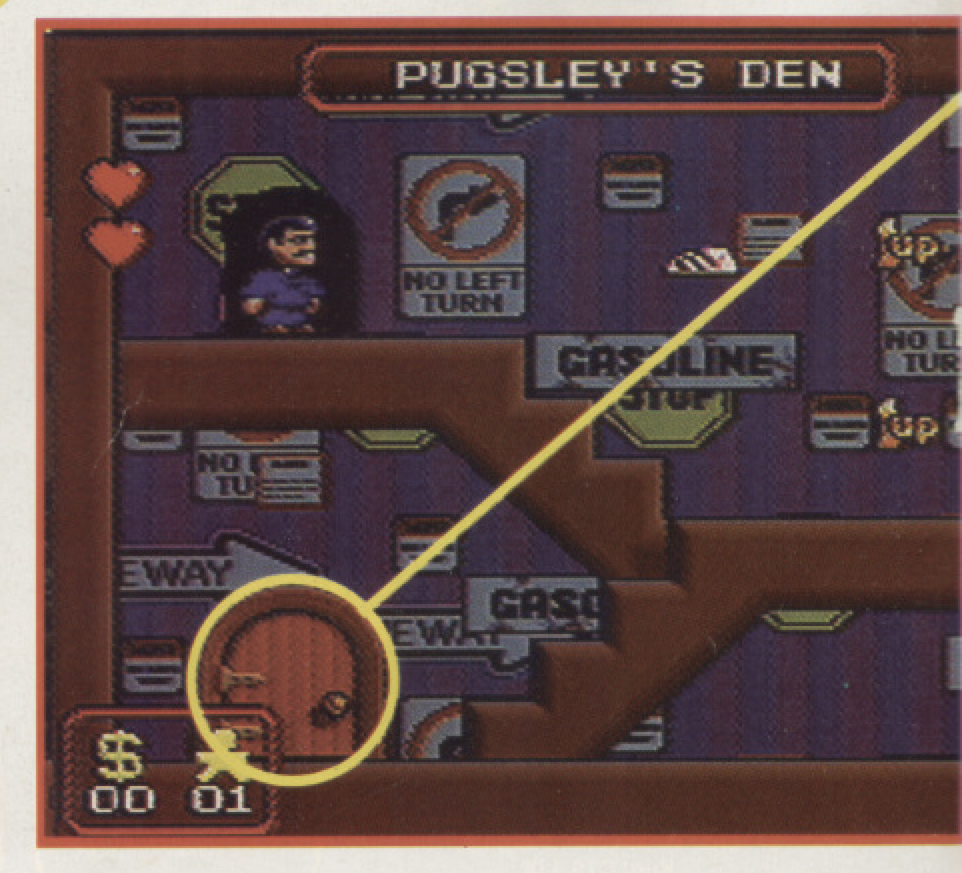
CODE	EFFECT
&1Z1D	three hearts, eight lives
&Z#KC	three hearts, 11 lives + Pugsley
?ZZKR	four hearts, 18 lives + Pugsley
?DK96	four hearts, 22 lives + Pugsley, Granny
?LSR4	four hearts, 33 lives + Pugsley, Granny and Fester

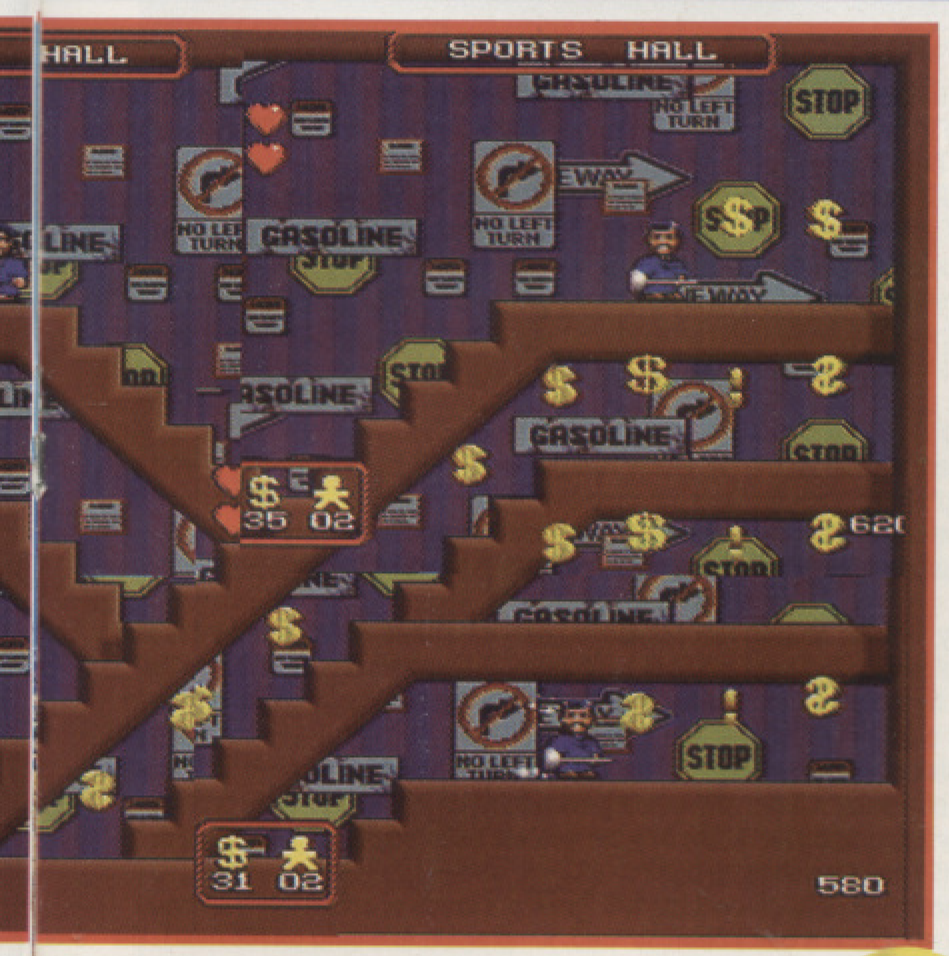




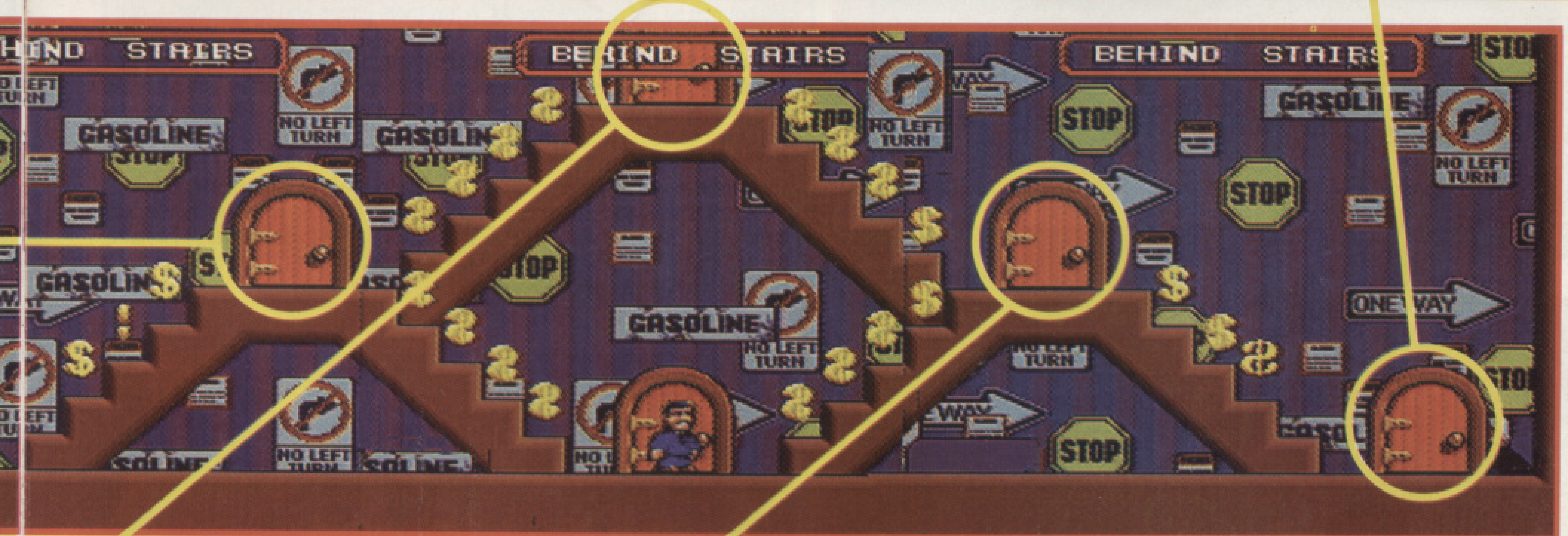




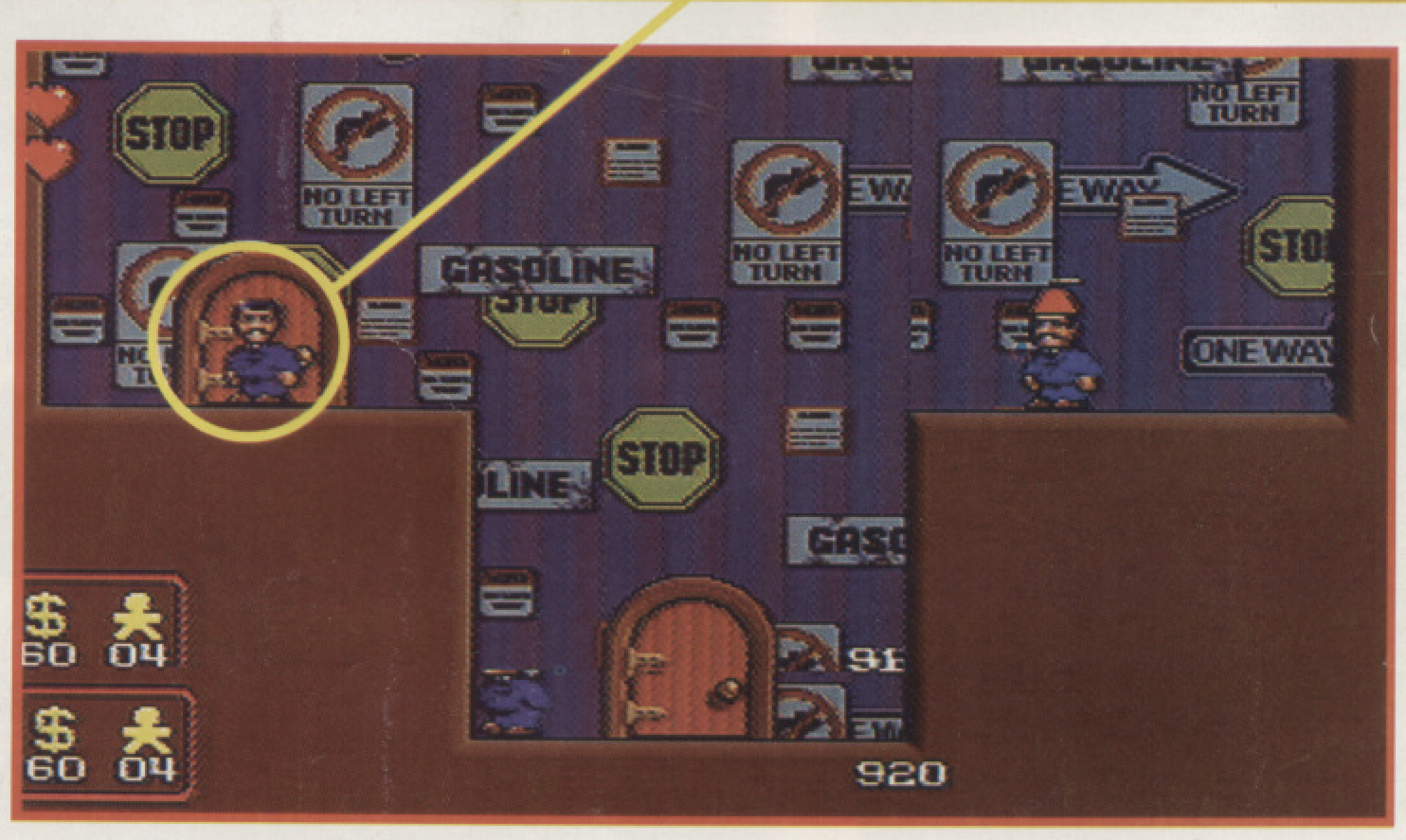


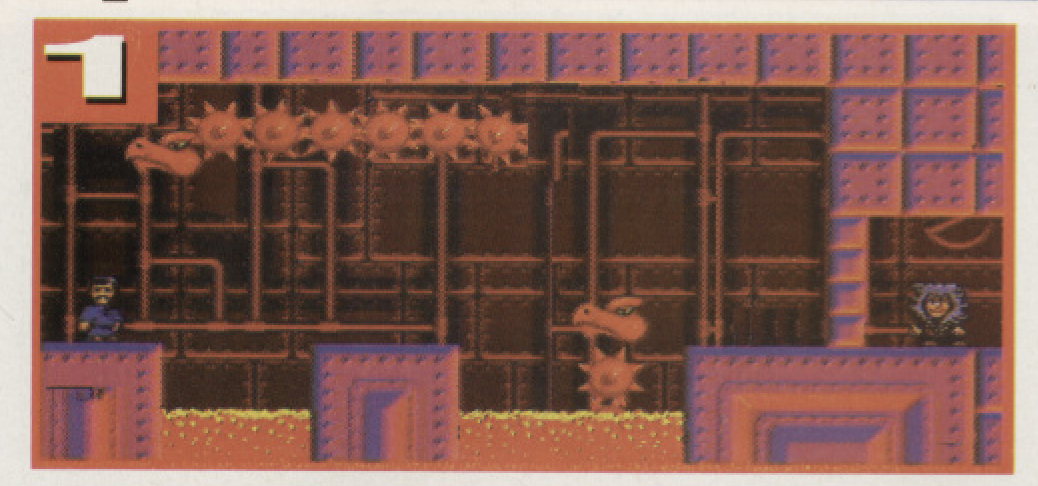

HALL
SPORTS HALL
STOP
NO LEFT TURN
GASOLINE
35 02
31 02
580


TRAINING SHOES
STOP
NO LEFT TURN
GASOLINE
ONE WAY
60 04
920


BEHIND STAIRS
BEHIND STAIRS
BEHIND STAIRS
GASOLINE
NO LEFT TURN
STOP
ONE WAY




STOP
NO LEFT TURN
GASOLINE
ONE WAY
60 04
60 04
920



Very spooky!

Shades, Mr Slick Cool himself, knows this game so well the Addamses have asked him to become an honorary member of the family. I think he'll fit in perfectly! Take it away you ugly git…

● Think before you leap! Most awkward situations can be handled without casualty if you look at what lies ahead. All the enemies move in set patterns, so can be studied and avoided.

● Make the most of the invulnerability power-ups. When you have found one, don't waste time jumping around and killing baddies, just dash for the exit using the shortest path possible.

Beat those buggers!

1. Fire Dragon: this bright-red fellow is a piece of cake to dispose of. All you need to do's jump over the lava vat onto the far right-hand side. Every time the dragon comes up from the depths you can easily bounce from his head, knocking off an energy bar. Dodge his fire balls the rest of the time and victory is yours!

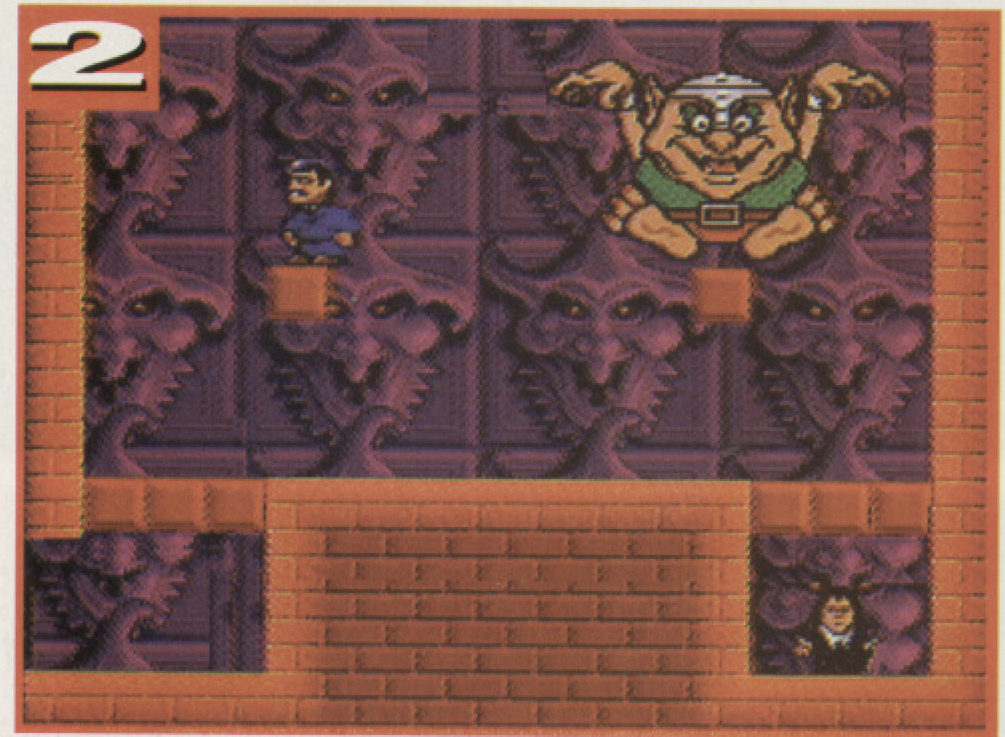
2. Ghastly Goblin: as with most of these nasty creatures, killing them off is just a matter of finding the right place to jump from. Bounce on this fiend's head a few times by jumping from the blocks. Time the jump so you just miss anything he throws out.

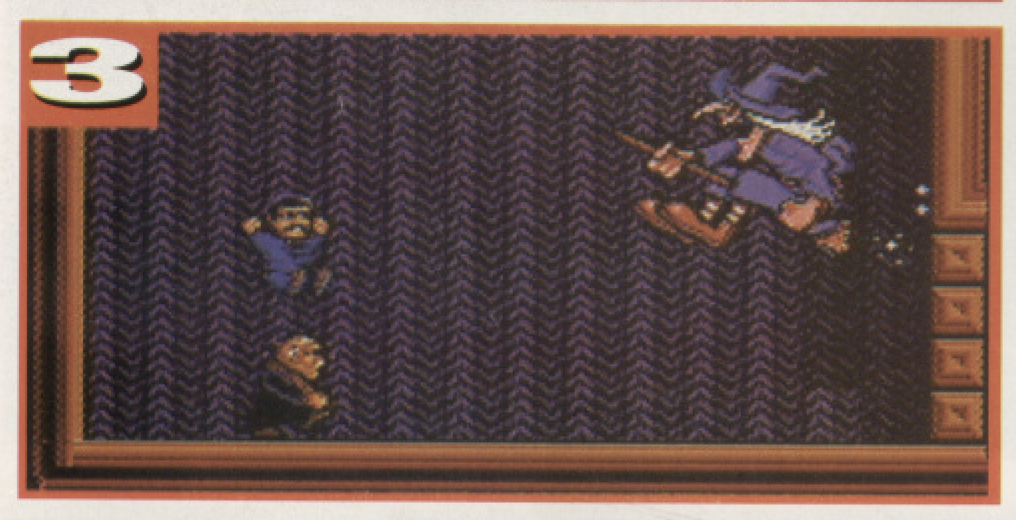
3. The Witch: beating the nasty witch is a matter of timing. You have to master bouncing off Fester's head and landing on witchy, crushing her nasty pointed hat! You will find that after a few hits the two will become out of sync. Wait in a corner until Fester catches up again.

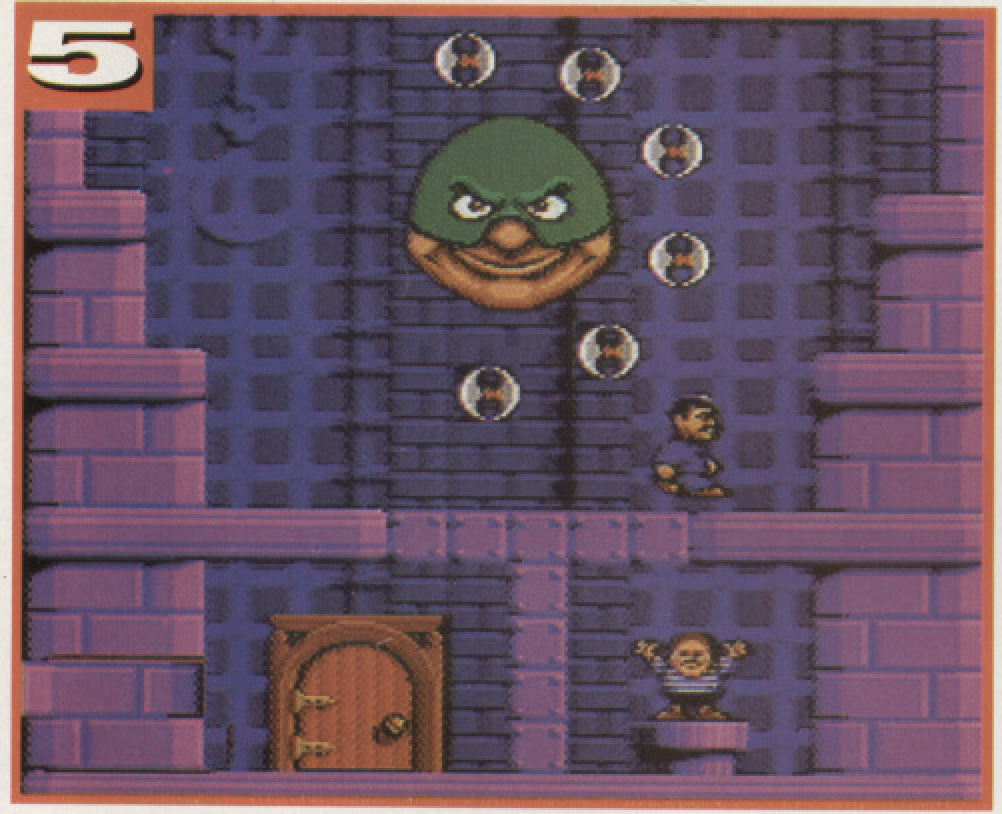
4. The Snowman: this ice-cool foe will throw out loads of snowballs that have to be dodged. Once a ball's been jumped, jump again and land on his head. He will bounce so get in there quickly. A few more jumps and it's all over — one way or another!

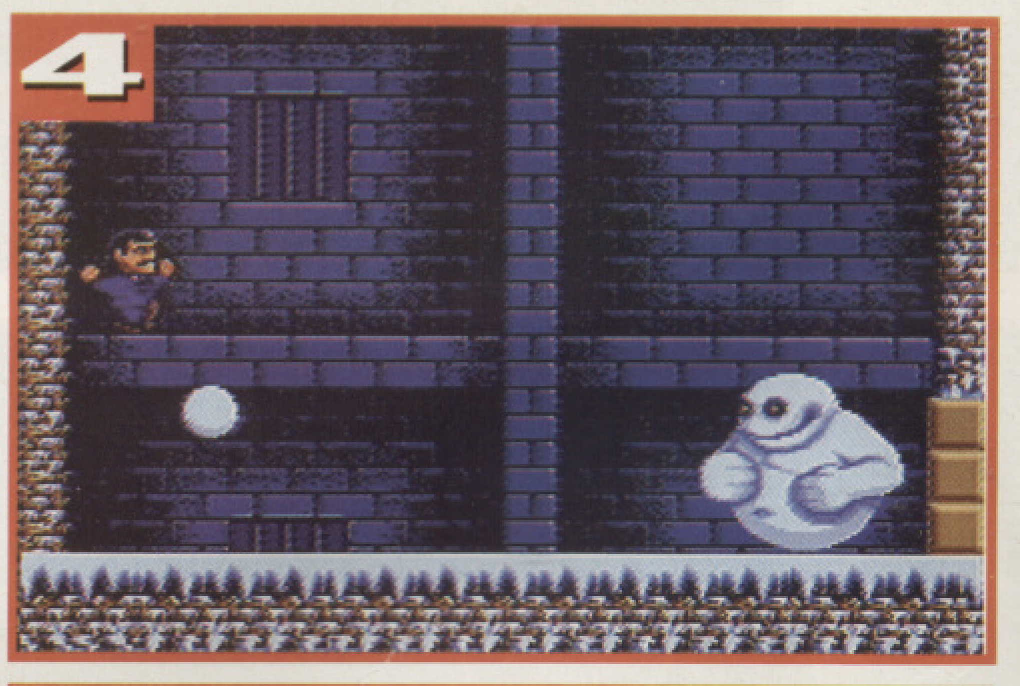
5. Wacky Scientist: the axe heads spinning around him are deadly so jumping at the right time is important. Climb up to the top ledge on either the left or right and as soon as he attacks below, jump up and land on him. He keeps attacking with axes so be on your toes.

6. The Nasty Judge: this is the final confrontation and one of the easiest too! He follows a set pattern so can be studied and avoided. Stay at the bottom of the steps when he's bouncing, and get ready to jump up when he moves left or right. He throws hammers down — just as you move to dodge these jump from the top step onto his bonce and off again quickly! It takes some practise but is a real cinch when you get the hang of it!







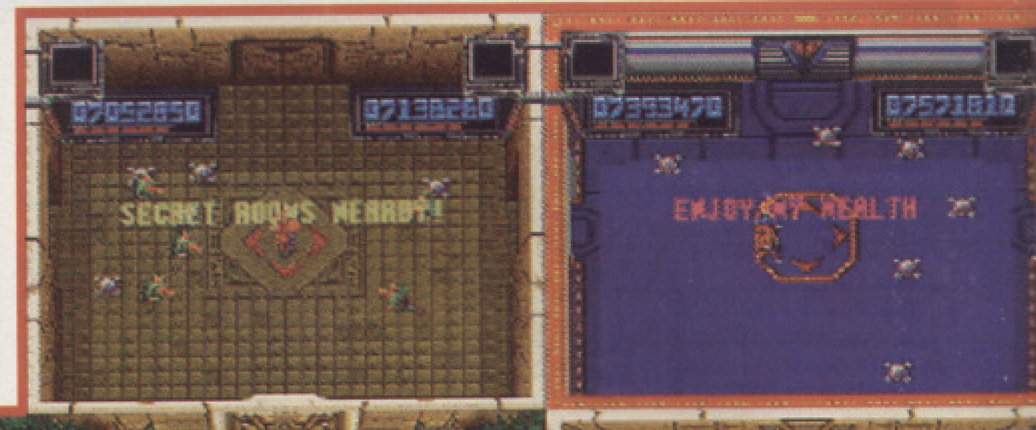


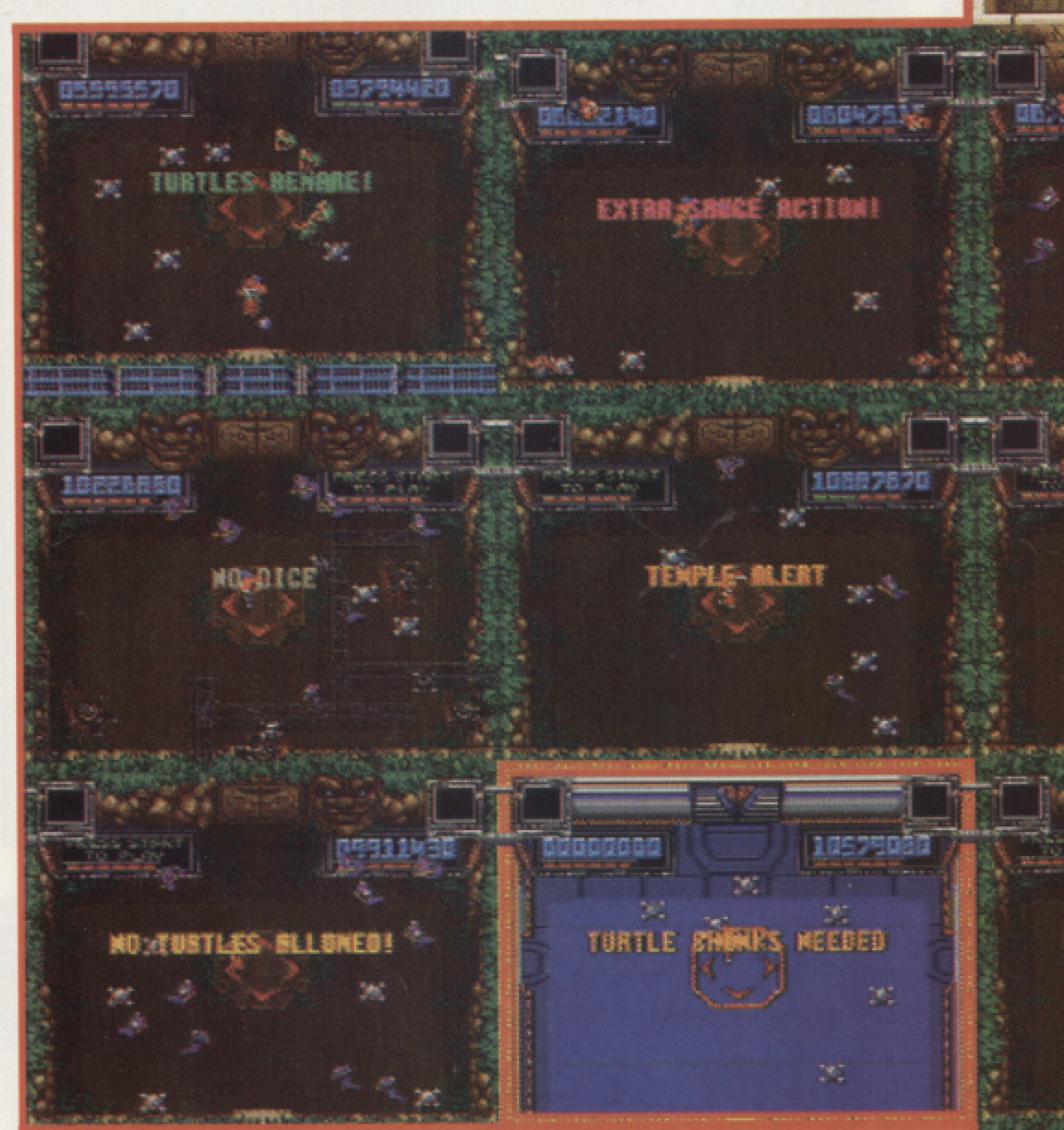


Super Smash TV



Our Ed's not your usual type of girl. While all her mates were playing with Barbie and Sindy dolls she was circumcising Action Men with a rusty nail file. Ten years later, that pretty little psychotic child has become a fully-grown woman. She's still got a wild streak and a reputation for cutting men down to size but she's found an outlet for her aggression in the gruesome *Super Smash TV*. After many hours of pleading, she kindly agreed to put together a totally awesome map of Level Three and a guide to the best route. We had to sit through hours of expletives as she got wasted by a particularly vindictive end-of-level git but it was worth it.! Anyway, here goes…









Smash 'n' grab...

Starting in **No Dice** go down to **No Turtles Nearby**, right to **Turtle Chunks Needed** for the big money and big prizes, right again to **Dynamite Cobra Boss** then down to **Witness Total Carnage** for a complete nervous breakdown as you're surrounded by the fastest-moving scum-suckers around. Wits gathered, go right to **Secret Rooms Nearby** then right again to **Secret Room Three** to pick up loadsa goodies and the all-important question mark. Then it's right to face **Cobra Death**.

This annihilated, it's lasers on 'shoot to kill' in the next screen until you've collected the full complement of keys (ten) and it's onto the delights of the **pleasure Dome** before the final conflict in **Eat My Eyeballs** (MC). That's all folks — good luck, you'll need it ....

UN Squadron



Chocs away and bandits at ten o'clock.Toss a silk scarf over your shoulder and get those goggles out. As a hotshot pilot from Area 88 it's up to you to save Aslan from Project 4 terrorists. This flying game from Capcom is one of the oldest Famicom games around but it's still one of the best. If you're looking for a new challenge, this tip lets you test your talents on a special level. Go to the options screen and select the difficulty setting with Joypad One. Press [A] and [X] on Joypad Two. Keep them held down while changing the difficulty level with the first joypad. The difficulty rating goes EASY, MEDIUM, HARD, GAMER. Select GAMER for the ultimate test of your reactions and game-playing skills. Roger… over and out!

Gradius III



Konami are renowned for including cheats in their games and this space-age shoot-'em-up is no exception. Pause during play then enter the now familiar code [UP], [UP], [DOWN], [DOWN], [L], [R], [L], [R], [B], [A], [START]. This gives you full option missiles and shields. However, it can be used only once during a level. If you don't use the code, it is saved allowing you to carry it over to the next level.

For extra credits, push [X] repeatedly at the title screen. If you don't hit [START] before the title screen disappears you have to do it again. To get 30 lives go to the title screen and press [LEFT] then [A] three times, then [START]. Please note, this cheat won't work in conjunction with the extra-credit cheat!

If you've got any other Konami games, try the standard cheat and let me know what you find out!

Pilotwings

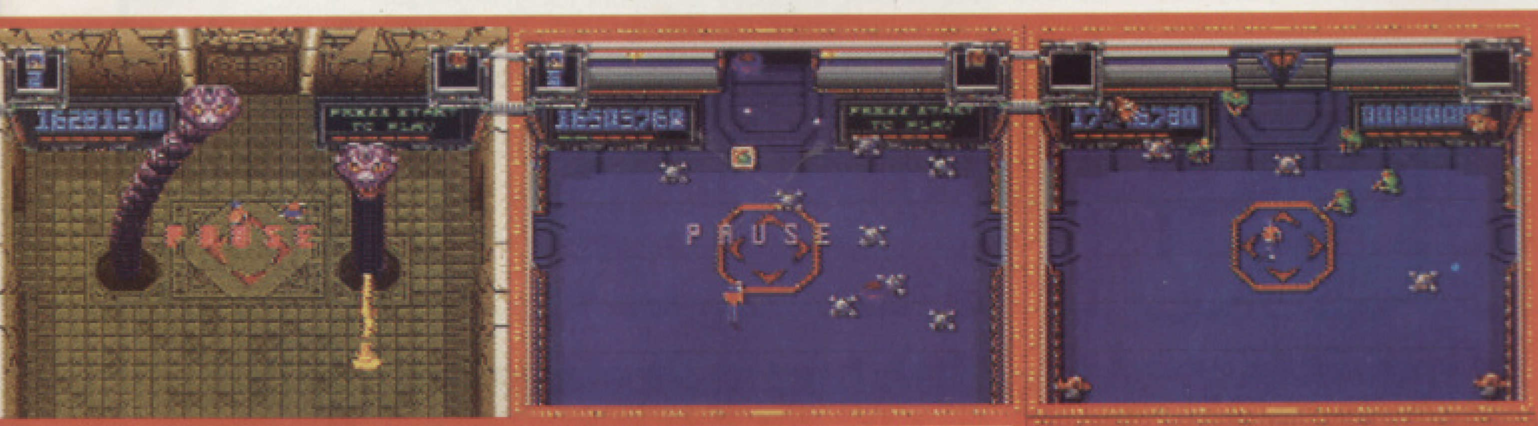
Since the dawn of time, man has dreamed of taking to the skies. Courtesy of the brilliant 3-D flying sim *Pilotwings* you can recreate the spirit of Kittyhawk and the legendary Wright Bros experience. Last month I gave you the first four level codes and as promised here are the rest.

Flight Area 5:	400718
Flight Area 6:	773224
Flight Area 7:	165411
Flight Area 8:	760357
Secret Command Two:	882943

To get a super-high score, try for the two secret bonus games. To access the first, land on the moving target with the rocketbelt. You enter a bonus stage and become a birdman. Use the yellow pads to bounce into the air. Hit the P blocks to score points and then aim for the centre of the splashdown to score max points.

To get into the second, time your descent in the skydiving stage perfectly to land on the moving target. You're transformed into a diving penguin! Jump off the springboard and aim for the highest scoring areas. Competing the special levels vastly increases your chances of getting to the elusive secret command missions. Good luck and happy flying!

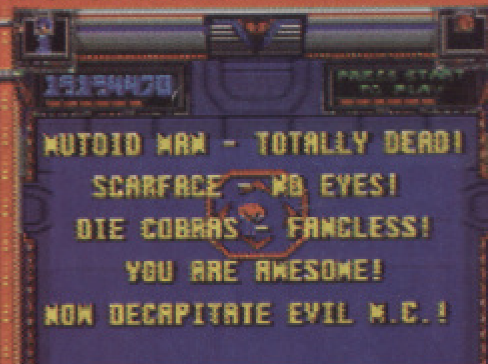




The MC's similar to Mutoid Man — only much tougher. Use power-ups to make an impact and go for his eyes. Once defeated, providing you've collected all four question marks from each secret room, it's on to the final showdown — more on that next issue!

Witness Total Carnage is the toughest and fastest of the third level so keep moving and watch the mines! Don't worry too much about the wormy things seeping out the walls, avoid them and they soon disappear. In Cobra Death (above) aim for the heads.

After wasting the baddies in Cobra Death, if you haven't collected enough keys it's on to Nearly Enough Keys (above) where you stay until you've collected ten keys. Then it's on to the Pleasure Dome for goodies galore!



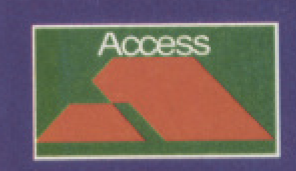






To warp to any level go to the player select/options screen and enter [RIGHT], [RIGHT], [UP], [DOWN], [R] and [L]. If you've entered the sequence correctly, 'bingo' sounds and level select menu appears. To play at turbo speed, go to the options screen and enter [LEFT], [RIGHT], [LEFT], [UP], [R], [R]. Special mention goes to **Julian Wilkinson** for these great cheats.





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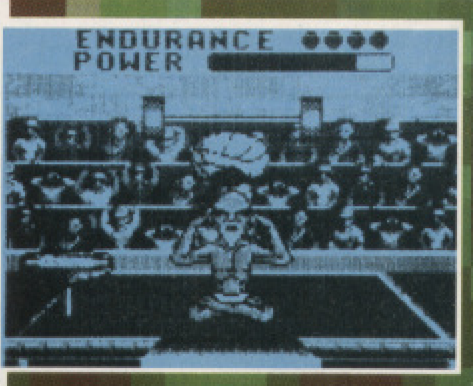
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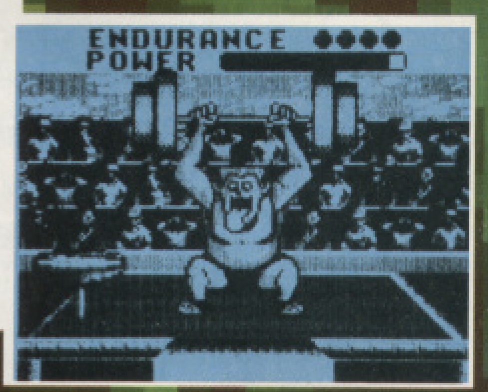
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Swammi Pastrami, one of the most unorthodox competitors, levitates the weight bar with his turban!



Above: Ricky the Barbarian — the strength of ten men and the IQ of a garden snail. Below: a key part of the long-jump is remembering to jump when you reach the sandpit!

Track Meet

Over to the stadium and ACE — the man who thinks athletic support means cheering loudly for the women's shot putt team. What a jockstrap!

On your marks... get set... GO! Just in time for the Olympics, *Track Meet* sprints out of the blocks onto the Game Boy.

It's time to put on yer clingy shorts and compete in seven gruelling events — 100 metres, hurdles, javelin, pole vault, long jump, discus and weightlifting. You're gonna need plenty of Lucozade as there's hardly time to pause for breath between events.

Blister blaster

Action's for one (or two with a Game Link cable). In one-player mode compete against five different athletes from all over the world. Each has a distinct personality, different strengths and weakness, and a hilarious way of completing each event.

Controls are simple. The faster you bash [A], the quicker your bloke bombs down the track. Pound away like a demon possessed and he zips along faster than Carl Lewis with a dose of green-apple quickstep!

Use [B] to leap hurdles, set the angle of jumps and throws, and lift weights. Points are awarded relating to performance.

After seven events (why aren't there ten?), points are totalled and the top scorer wins, gets a gold medal, a snog, a password and the chance to take on a new opponent.

The humorous touches are great, specially Swammi Pastrami snake charming his way over the pole vault and doing the 100 metres on a flying carpet.

Easy peasy

The title's let down by a ridiculously easy difficulty setting — I went straight through to the Jack Strop level on my first attempt and, with very little practice, completed the game.

On the positive side, because point totals vary according to performance, there's always the incentive to keep going back to beat your personal best.

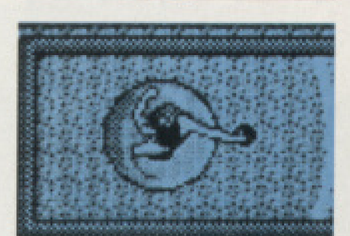
Graphics are clear and there are loads of great facial expressions. Sprites and backgrounds are well defined with comical characterisations. Sounds and FX are only average, but don't distract from the action.

If you've got a mate with a Game Boy, a copy of the cart and an adaptor, you can have thrilling head-to-head competitions.

Track Meet is an absorbing comedy cart that'll give hours of enjoyment.

ACE 83%







What do Ricky the Barbarian, Swammi Pastrami, Kenichi Katana Ninja, Irwin B. Cheetin and Jack Strop have to do with athletics? Judging by their unusual approach to the sport, not a helluva lot. What with magic carpets at the high jump, shuriken instead of the discus and blow-pipe-launched javelins, you have to keep your wits about you when competing. I was pleasantly surprised to find I had a strange compulsive urge to return again and again to the Game Boy. Simple presentation, good visuals and an all-round polished look, make this a cut above the rest.

GUNNS 76%

N RATING

82% VISUALS
● Clear, defined sprites and backdrops — easy on the eye

75% SONICS
● Not good — but do you really need great sounds in sports sims?

84% PLAYABILITY
● Hooks you from the word go with plenty of laughs

80% LASTABILITY
● Great for two players, limited for one because easy to complete

80% FORCE
● Classic addictive action, just too simple for the average game player

Producer: CAPCOM ■ Players: 1 ■ Price: £TBA
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NES



Can you smell fish? Either there's been an explosion at the herring factory or that bimbo with the flippers is back again! ACE investigates.

The Little Mermaid

Are you sitting comfortably? Then I'll begin. This is a fishy tale about a depressed mermaid who felt the scales were tipped against her. She felt out of plaice as a human and decided to see the general sturgeon to ease her sole. After carping on for a bit, he looked at her mussels and said she needed exercise. How about skating?!

There's no time for fun 'n' games though, cos there's panic on the high seas. The crabby witch of the South Pacific, Ursula, is casting an evil curse on all the sleepy creatures on the sea bed. Only Ariel, the biologically-clean mermaid, can save her fishy friends. Trouble is, she's fallen tail over fin in love with Eric, prince of the land and stud extraordinaire!

It's make-your-mind-up time for the whiter-than-white Ariel. Should she stay or should she go! She decides her handsome hunk can wait and with two flaps of her tail plops off to oceans deep to fight evil.

Ariel automatic

Taking the role of Ariel, you've three chances to eliminate the evil undersea creatures and waste the wicked Ursula.

Hits are represented by a row of hearts at the top of the display. Every time you bump into a fishy character a heart's lost. Lose them all and it's back to the beginning of the sea level.

Use [B] to swish your tail and snare fish in an air bubble. Once trapped, chuck 'em at other salty smeg-heads to clear the way.

Keep your beady eyes out for magic shells. These enchanting objects are ideal for tossing at fiends or treasure chests to reveal pearls. The red pearls provide extra bubble power, enabling you to push barrels and snare enemies faster. Green pearls give extra shot range.

To get extra points comb the sandy depths for dinglehoppers and snarfblatts. Ariel dolls give an extra life.

Kindergarten flop

Action's for one player only. Cute between-level screens are excellent (as you'd expect from a Disney title). The mermaid sprite looks great with first-class animation.

All the charm of the blockbusting film's been painstakingly recreated. Graphics ooze colour, varying significantly between levels. The Oscar-winning film soundtrack's not as stunning on the NES.

"A game for the younger players"

The underwater FX become tedious after a while.

This cart's obviously targeted at the younger games player (under tens) and this is reflected in the difficulty setting. Gameplay's slow and lifeless.

There are not enough sea scoundrels to batter and it's easy to lose interest. Cos I'm the undisputed games champ of this country, I completed the game in half an hour. I'm sure primary school kids will find it more of a challenge, but I suggest anyone older leaves it alone.

ACE 55%





There's nothing fishy about this game, just good solid NES action. The rumour that Harry Haddock designed it is untrue but Capcom have admitted employing a Mr C Lion (arf,arf)!

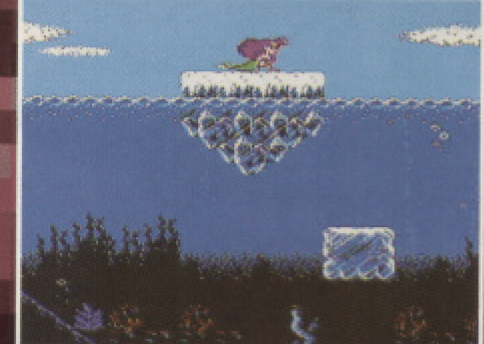
Gameplay's colourful, but quite easy. Ariel has a variety of moves, but while trying to shoot near the surface, you just jump instead of shooting — extremely frustrating! The game has five main stages, each with its own end-of-level guardian, and one easy fight at the end of the game. Generally, it's aimed at younger players (reflected in the difficulty setting). On the whole, good fun but lacks depth (ha, ha) — could have been made much better with a harder end-of-game fight.

FLUNKY 63%

Watch out for cannon shots, trap the fish, and use your tail to hit them at Mr Bignose.



The wicked witch Ursula tries her best to give you a fishy death.





This ice is very slipreeeeee! Jump across to chase coral shells.





Use the shells to smash open chests and find power-ups for your turbocharged tail.





N RATING

75% VISUALS
- Great use of colour, well animated sprites, varied levels and backdrops

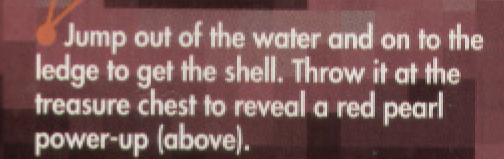
70% SONICS
- Not up to the high standard of the film

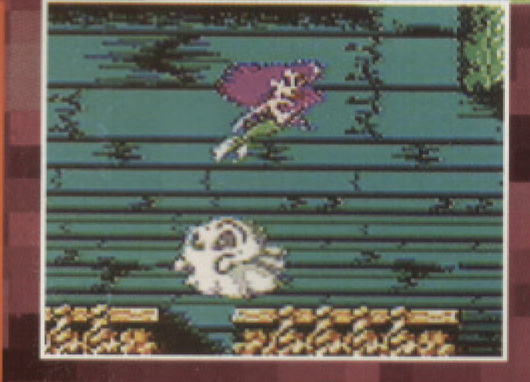
70% PLAYABILITY
- Controls are easy to master, difficulty setting is ridiculously easy

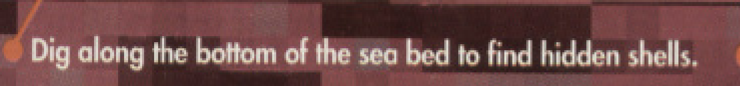
40% LASTABILITY
- No challenge at all. Anyone with half a brain cell will complete this!

59% FORCE

A great intro for young players but if you've reached puberty leave it alone







Jump out of the water and on to the ledge to get the shell. Throw it at the treasure chest to reveal a red pearl power-up (above).

If you have one red pearl you can move the barrel to get an extra life. Don't try and kill the octopus, instead swim straight past (left).

This is a tricky power-up to get. If you have three red pearls, roll the rock off the edge to clear your path (right).

Dig along the bottom of the sea bed to find hidden shells.

Get past the ghost to meet the end-of-level sea creature.



PUFF! A WHOLE NEW WORLD! PUFF

Grab yourself a golden harp and lounge around in the clouds cos it's time to play God! Only one person's worthy of pre-playing such a game — SHADES, the king of cool!

Utopia
The Creation Of A Nation

Imagine a giant Lego set with houses, trees, cars and those strange yellow people with hands that drop off. Turn this into a console game and you're pretty close to the new Gremlin sizzler — *Utopia — The Creation Of A Nation* (well sort of!)

Set in a future where humans have left Earth and started to colonise other planets, both in our, and other solar systems, there are heaps of problems to deal with.

There are ten neighbouring alien races, all ready to wipe out your people at the slightest chance. They all have their own cities, cultures and levels of aggressiveness.

Starting with a moderate-sized colony and a 50% quality-of-life rating, you lead your people to a barren planet and create the perfect society for them to live in. They obey your every command and rely on you to keep them alive.

Go space crazy!

The basic essentials of life must be created first —the people need buildings to live in, space moss converters to create breathable air and food stores to buy their baked beans from. Once they're happy with their environment, move on to giving them jobs and amenities.

Do you spend your money on hospitals or tank factories? If you buy hospitals, sports stadiums and invest in social research the quality-of-life rating soars. But if an alien invasion descends on the city it's all wiped out!

> **So many decisions to make — none are easy**

Plough all the cash into the military with tank factories and fighter space ships then you're prepared for any invasions, but the morale of your flock dips.

There are so many decisions to make — none of them are easy — but that's life!

Utopia — The Creation Of A Nation is an icon-driven game with all the main play areas presented in isometric 3-D.

Future shocker

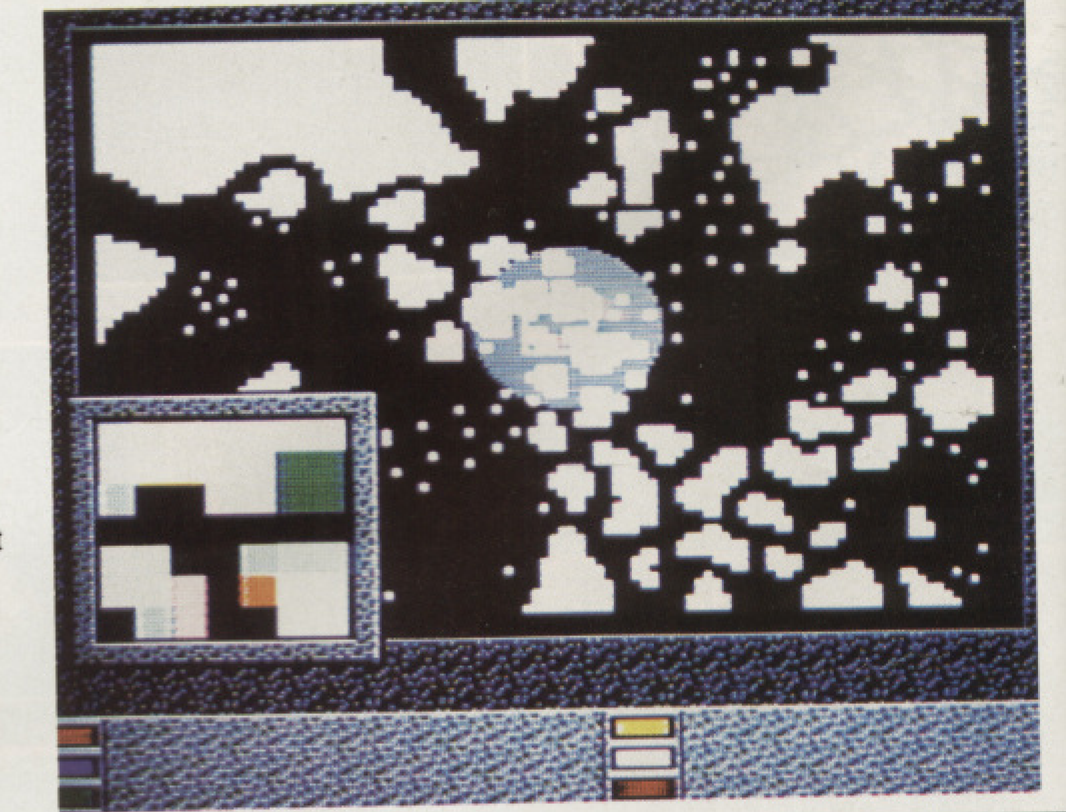
The small but perfectly detailed colonies are made up of various elements — living quarters, defence mechanisms, solar generators and a variety of new inventions to be mastered. Maps of the area and consultation screens look great.

Six advisers from different civilisations help and remind players of the current situation. Most of them could do with extensive plastic surgery too — ugly!

The idea's simply to survive and create a 100% quality-of-life for the people. It's a matter of striking a balance between keeping them happy and adequately defending the colonies.

Aliens may have far advanvced technology sodefence has to be good.

This is one simulation game to watch out for. Take a trip into the future with *Utopia* on your SNES soon.



The map above shows the whole planet surface and the sections that've been colonised. Now which part should we demolish next?



Launch pads and gun turrets in place (above). All we need now is some aliens to blast to bits!

SUPER NOVA!

The advisers

Senior Psychiatrist: she reports on the type of people in the colony such as normal colonists, technicians, medics and scientists. Her information also includes the birth and death rate, population density and morale of the people.

Head of Research: he tells of the technical level of the colony — the number of laboratories and scientists. He also lets you know when the amount of money in research grants gets low.

Colony Administrator: this geezer gives information on air, food, fuel, power and ore. He tells you how much is being used, how much is stored and how much was used in the previous month. Quite a useful little fellow really.

Civil Engineer: he reports on buildings in the colony, their condition and whether or not they'd pass the Prince Charles architecture test!

Financial Consultant: for all the monthly and yearly income and expenditure, come to this guy. Income's a combination of the support grant, trade and income tax from the people.

Supreme Commander: this is the big cheese of the military. He knows exactly how many tanks and bombers have been built, where they are on the map and the damage reports from the forces.



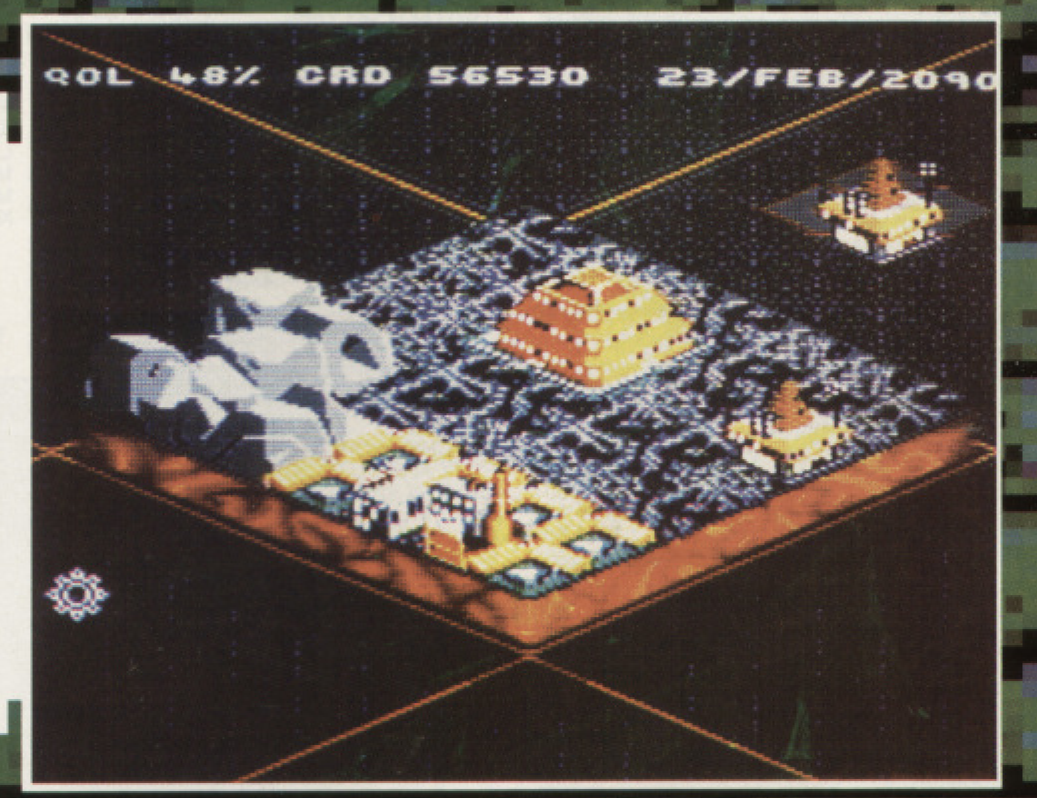
It's January 2090 (above) and all seems to be well in the colony. East Enders must be on because all the lights are on in the living quarters.
The advisers moan on and on about things until you get them done. Just look at them (below). Someone should have shot their parents!





Out near the ice-capped mountains things can get chilly. The people had better stay inside with a mug of cocoa!







Above: build the space-aged city of your dreams with shopping malls and plenty of curry houses!

Left: surviving in this game is a matter of balancing defence with keeping the population happy.

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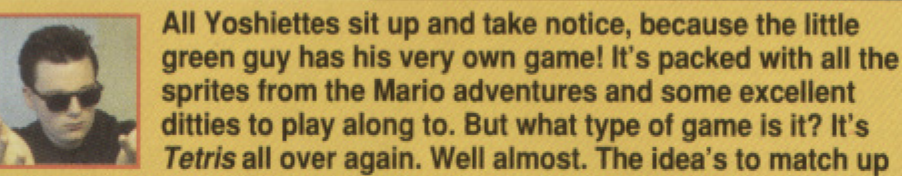
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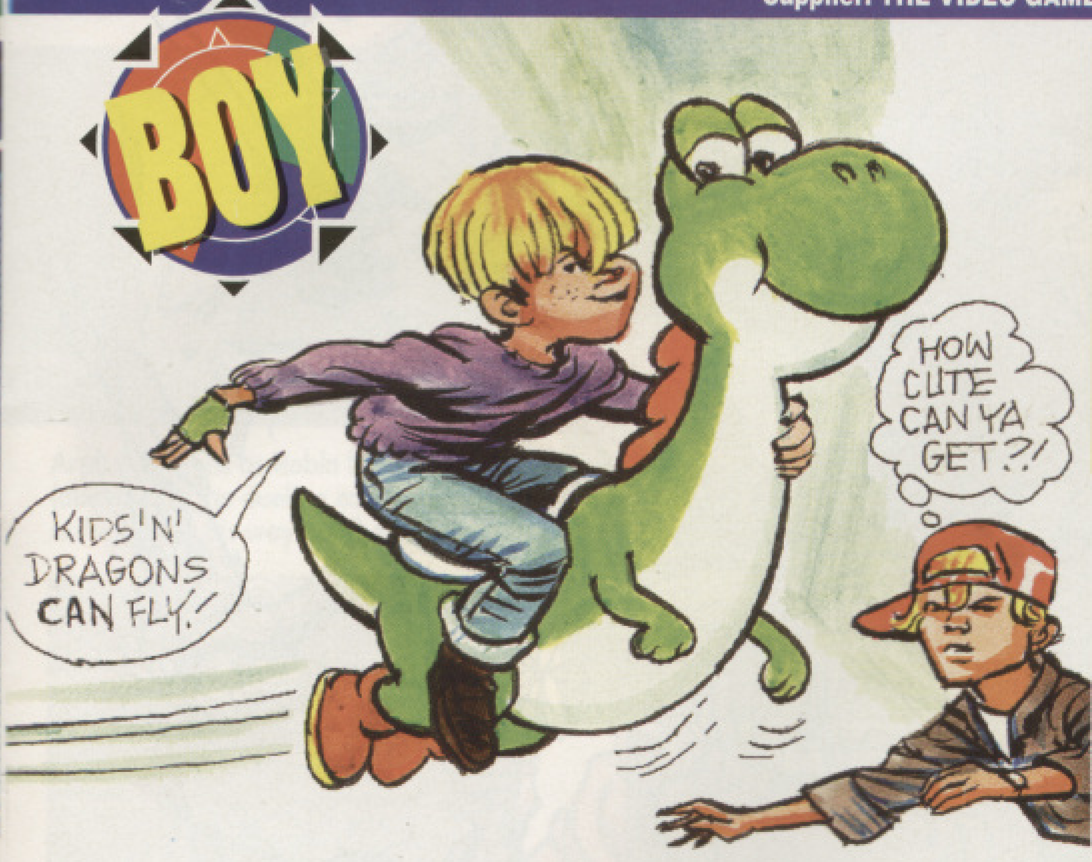
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All Yoshiettes sit up and take notice, because the little green guy has his very own game! It's packed with all the sprites from the Mario adventures and some excellent ditties to play along to. But what type of game is it? It's *Tetris* all over again. Well almost. The idea's to match up the falling critters to eliminate them from the screen. Catch them between a couple of egg shells and a bonus Yoshi pops out. The more critters between the shells, the more powerful Yoshi becomes. But that's all there's to it. Things get faster, there are two styles of play, five levels of difficulty and three tunes to choose from. Of course, the graphics are simply great — being Mario characters they had to be! *Yoshi's* lots of fun — in short bursts. **SHADES 83%**

Yoshi

Waiter, there's an egg in my soup... and what's that dinosaur doing in the Black Forest gateau! ACE puts on his pinny and investigates.

Amazing, maddening, infuriating, incredible — these are just a few adjectives used to describe Ed (aw, gee shucks —Ed)! Strangely enough, they're exactly the same ones used when anyone mentions this brilliant strategy puzzle game.

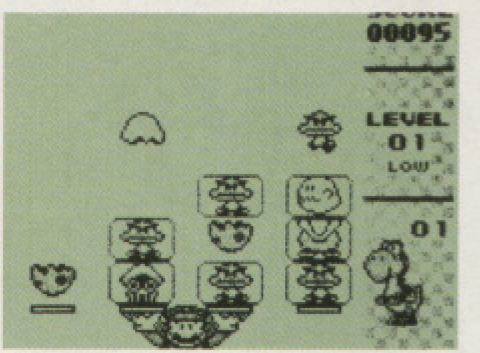
A hybrid of two of the most addictive Game Boy titles ever — *Dr Mario* and *Tetris* — *Yoshi's* the best game I've played in ages and definitely earns a place in my all-time top ten!

Like all great games, the concept's remarkably simple. Little Goombas, Bloobers, Piranha Plants, and Boo Buddys rain from the top of the screen, while Mario waits below with four trays. Stack two of the same characters and they both disappear. For every match, you get five points. When the stack reaches the top of the screen it's game over.

Scrambled eggs

So what's this got to do with Yoshi? Well, upper and lower halves of Yoshi eggs also hurtle from the skies at an alarming rate. Place a top on a bottom, a little Yoshi hatches and you're awarded fifty points. The more characters you sandwich between the top and bottom of a shell the bigger the bonus.

There are two game types. Version A's the straightforward rack-as-many-points-as poss variety, while in B mode, you start with characters already piled up and the game revolves around clearing a maximum amount of stages. There's a difficulty, speed and background music select.



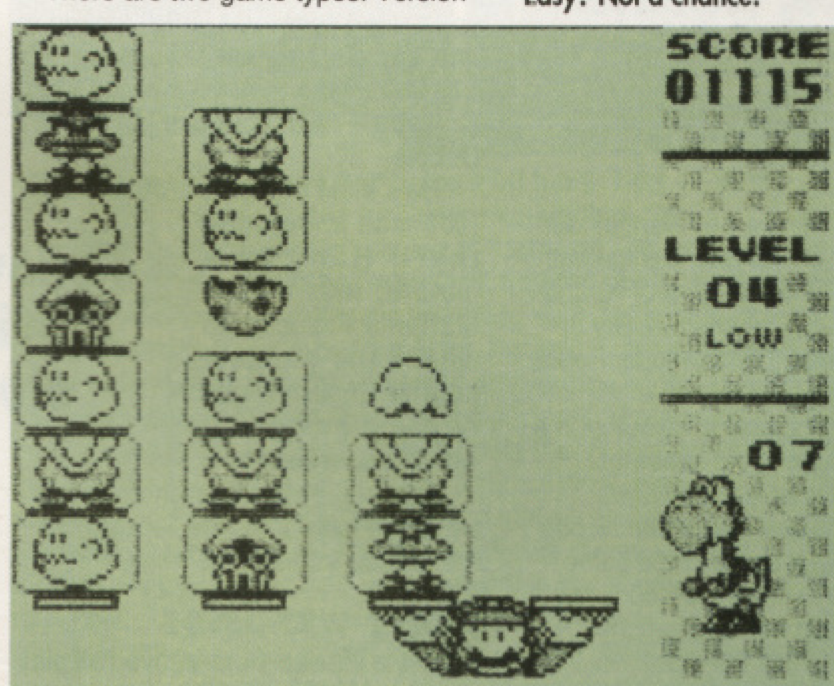
Its dynamite!

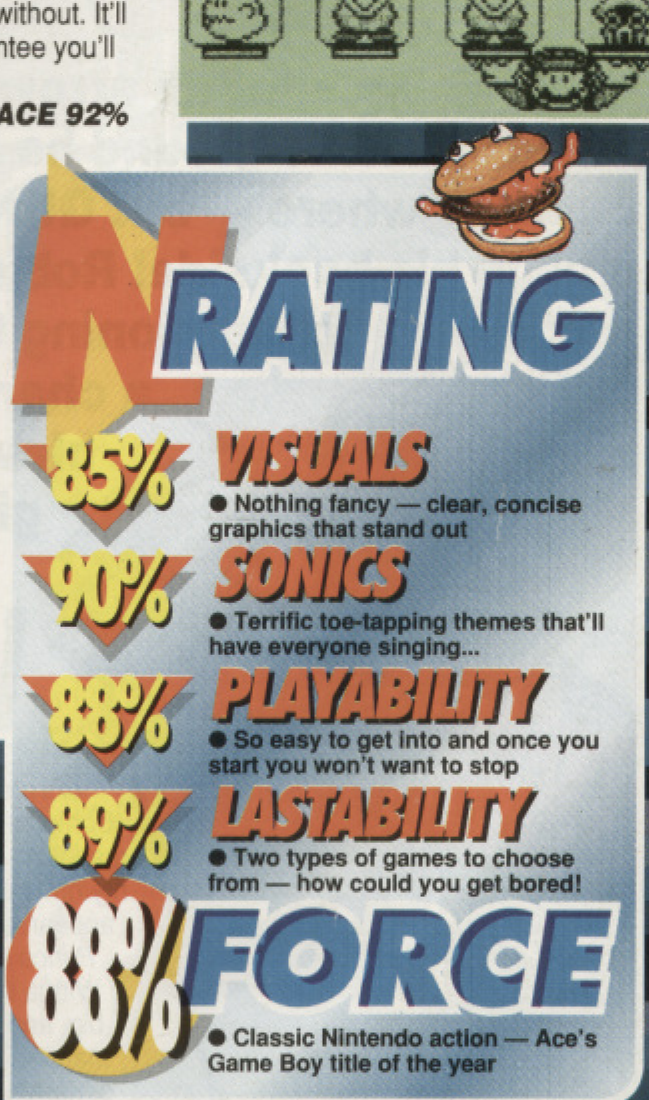
Visuals are clear, concise and look great on the Game Boy screen.

Controls are a cinch, [A] or [B] switches the positions of the trays while the joypad moves Mario. Put it all together and you've got my favourite Game Boy release of the year. For kids, adults, beginners and novices this is one cart you shouldn't be without. It'll drive you barmy, but I guarantee you'll keep coming back for more!

ACE 92%

Sandwich falling characters between the two eggshell halves. The more characters, the bigger the Yoshi and bigger the bonus score. Easy? Not a chance!





This *Tetris*-like challenge is fast and furious — stop the trays filling up or it's curtains all round!

N RATING

85%	VISUALS	Nothing fancy — clear, concise graphics that stand out
90%	SONICS	Terrific toe-tapping themes that'll have everyone singing...
88%	PLAYABILITY	So easy to get into and once you start you won't want to stop
89%	LASTABILITY	Two types of games to choose from — how could you get bored!
88%	FORCE	Classic Nintendo action — Ace's Game Boy title of the year

Producer: MINDSCAPE ■ Players: 1 ■ Price: £TBA



Robin Hood

Prince of Thieves

He shot an arrow in the air, it fell to ground he knew not where — but GUNNS did. it was in his backside! Robin Hood died championing the poor? Not a chance, GUNNS blew the green git away!

We've had *Dances with Wolves*, 'Dances with Facts' (aka *JFK*) and 'Dances with Bryan Adams' (*Robin Hood: Prince of Thieves*). Now we have 'Completely incapable of dancing in a man-with-absolutely-no-sense-of-rhythm sort of way' — or as it will appear on the shelves, *Robin Hood: Prince of Thieves* the video game. With a licence this mind-bogglingly big, and taking into account the massive sales the title alone would generate, it had to be good, or so I thought. Wrong!

Basically, the programmers shot their arrow in the air. It didn't just miss the target, it missed the field the target was in entirely, eventually coming down in the form of a nicely packaged pig's ear!

The game follows the film storyline fairly accurately — the first screen sees you as Robin (or Kevin if you prefer) (ooh, yes —Ed) locked in an Saracen dungeon at sunset in 1194AD — the third year of the Third Crusade — with your ace pal Peter Dubois.

He's Maid Marian's brother (common knowledge that!) Hang on a minute, that means Marian's French. So what's the greatest hero in English history doing going out with a frog wench?

> **Follows the movie plot closely**

Anyway, Pete's being tortured to within an inch of his life — and you have to do something.

Merry wanderer

This is a viewed-from-above roleplay adventure. where you wander round chatting to people, looking, searching and taking all sorts of odds 'n' ends.

It all runs off menus which pop up whenever you bump into characters, some of who tag along with you and some who just say 'die infidel!'

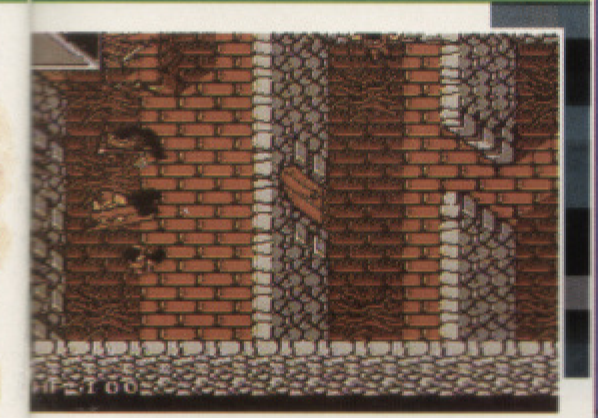
Nice text boxes and accompanying pictures of the locals litter the screen. Unfortunately you don't get a choice of what to say as conversations are predetermined and run in set sequences.

Any choices made are simple yes/no, A, B, C, selections — mostly straightforward, specially if you've seen the film.

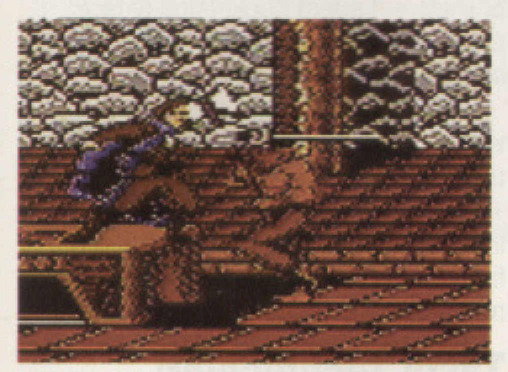
Apart from the overhead screens, there are two other perspectives — one, a smaller version of the main view, used to handle battles or melées, and another comprising larger sprites seen side-on and employed when in a one-on-one combat situation.

On the whole, this is remarkably reminiscent of the *Dungeons and Dragons* roleplaying game with detailed breakdowns on each character joining Robin's band, what they're carrying, what's in what hand, state of health, agility etc. All this is well presented and executed.

The good guys — Little John, Will Scarlet, Friar Tuck and Azeem the



Arab dungeons as Robin frees Peter (above) and the dueling combat screen as he battles his way out (below).





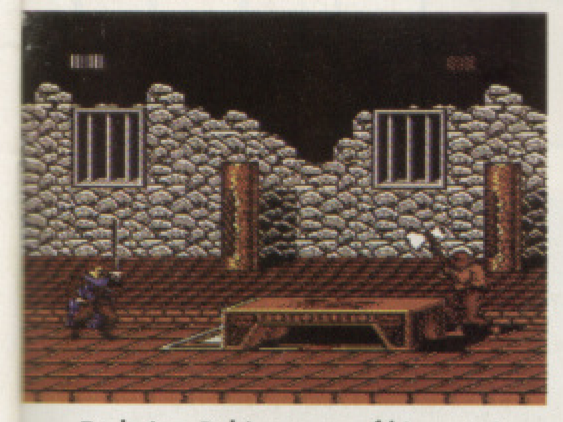
Moor all join you in your quest, while in the black corner, wearing dark colours and looking shady, are the Sheriff of Nottingham, Guy of Gisbourne and Mortianna the Witch.

Merry men, sad game

Sadly, the graphics are well below acceptable standards for such a major title — they're basic and suffer from terrible flicker problems. The gameplay's simple but infuriatingly difficult in places which leads to it being badly imbalanced and having a very cobbled-together look.

In short, if you want to know about Robin Hood get a book, if you want a good game get *Zelda* and if you like Kevin Costner get the film.

GUNNS 56%



Each time Robin or one of his party's involved in single combat you switch to the dueling screen (above) to resolve differences of opinion.



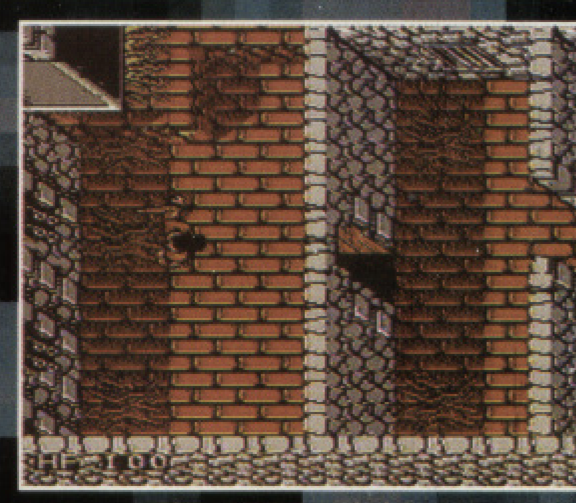
Below: Robin bumps into Azeem who's all chained up (kinky) and decides to release him in exchange for his last Rolo, exclusive rights to his harem and information on how to find the secret passage to freedom.







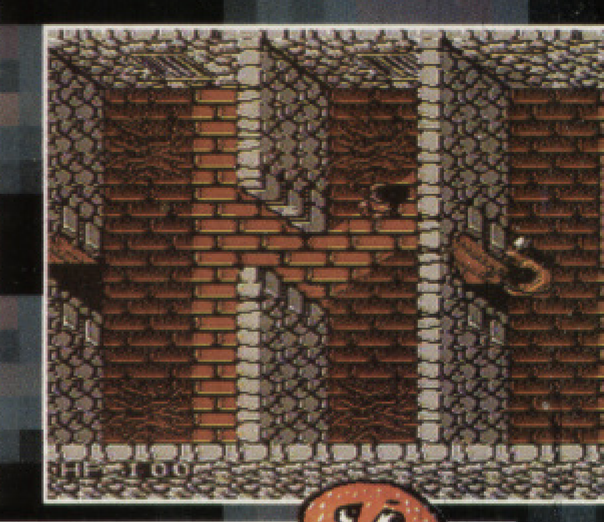
I think Gunns is being a bit harsh here — *Robin Hood: Prince of Thieves* was one of the blockbusting movies of 1991 and although the NES characters may look nothing at all like Kev and his mates from the big screen, there's a bowel-shattering game to be played. Roleplaying adventures on the NES started with the amazing adventures of *Zelda* complete with overhead views of the action and massive landscapes to be explored. This follows that format but also incorporates sections of close-up fighting with large animated sprites and a strange battle sequence where everything gets smaller! The game follows the movie plot closely, so any player who's seen it will know what's expected. This is a right corker which will be loved by fans of the movie and roleplayers alike. ***SHADES 80%***



Bringing up the main menu (below) allows Robin to search his surroundings for useful items.



'Die infidel!' is the cry of the guard (below) as Robin engages him in polite conversation prior to combat.



N RATING

53% VISUALS
- Quite good in places, just not enough places!

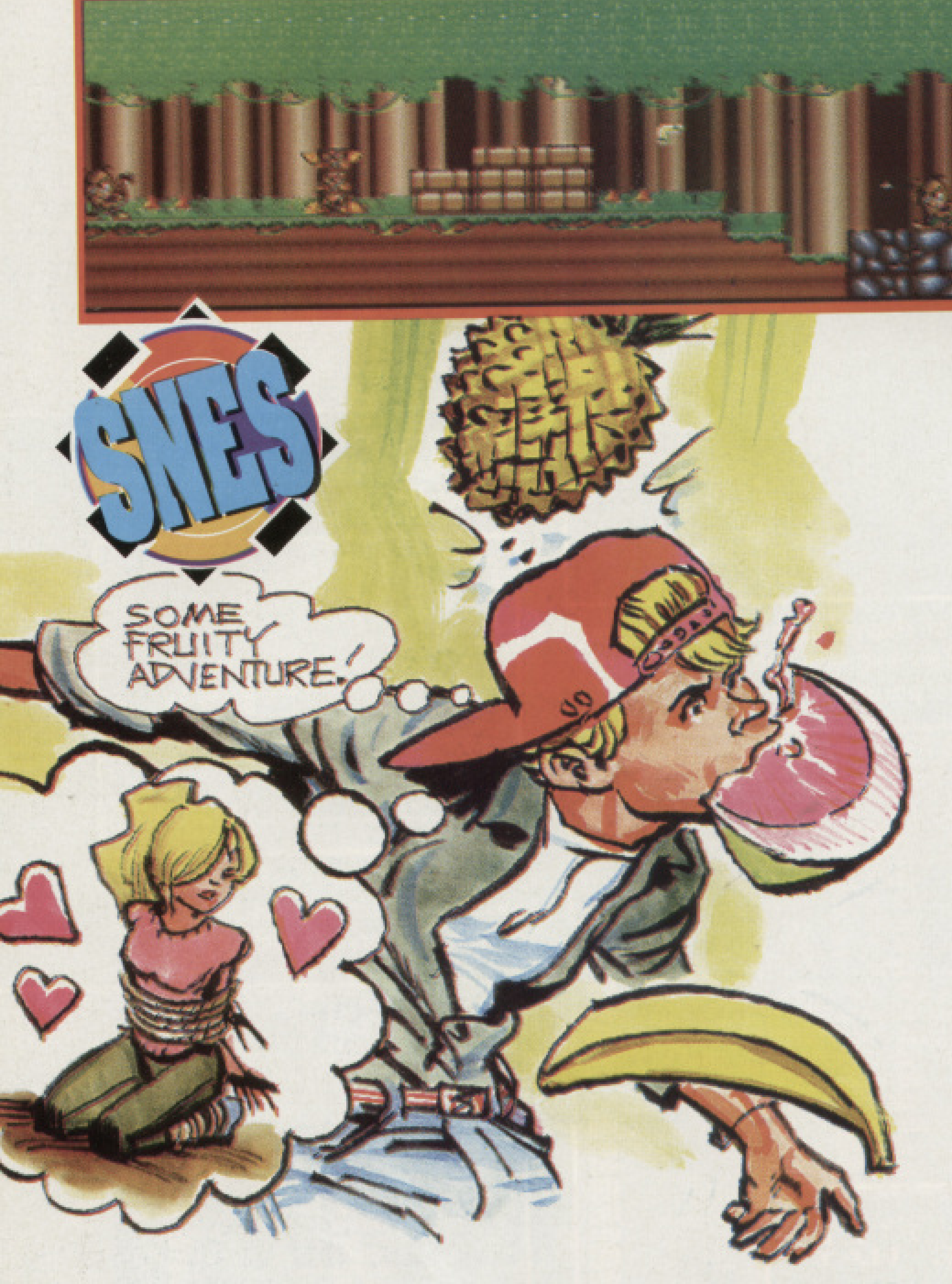
63% SONICS
- Even the soundtrack from the Weetabix ad's better than this

49% PLAYABILITY
- Lack of balance destroys continuity and leads to frustration

43% LASTABILITY
- A close-run thing between the cart and the cardboard box

68% FORCE
- Let down by simplistic gameplay and poor graphics!

Producer: HUDSON SOFT ■ Players: 1 ■ Price: £TBA



Fruit cocktail time! With all the pineapples, bananas and melons to collect, this game's a right tropical burst. SHADES is the only N-FORCEr fruity enough to handle it!

It's terrible when you can't sit and have a snog with your girlfriend for fear of her being turned into stone. It always happens, just as you get to the exciting bit! Well it does to Wonderboy anyway, and he's well cheesed off.

Of course, rescuing his loved one's not as easy as toddling off to the nearest police station and telling them a demon has swiped her. He's got to go on a dangerous quest to free the fair maiden and battle against hoards of evil beings — collecting lots of fruit along the way.

This super adventure on an island takes our hero over sandy beaches, through spooky caves and rock-hopping over treacherous seas. If this weren't difficult enough, all these locations are full of crusty snails, hissing snakes, rolling boulders and other similarly terrifying creatures that zap away the energy bar with one touch.

Fruity frolics!

The fruit offerings replenish Wonderboy's energy one bar at a time and other icons give axes and boomerangs to throw.

Collect enough weapon power-ups and they turn into a super zapper that disposes of any foes instantly. There are hidden icon secrets in most levels giving access to a cloud level with piles of bonuses. Finding them isn't easy though — they're invisible!

The *Wonderboy* games have been highly successful on every format imaginable. The arcade game was brilliant — I spent bucketsfull of ten pences trying to complete it one summer holiday!

They all stick to the same format with multiple sections to each level and a big end-of-level beast to defeat. These are a piece of cake to destroy initially, but after making it through the first few levels you start begging for mercy!

Tasty Technicolor!

All these platform games are bursting with gorgeous, Technicolored backdrops and detailed sprites — *Super Adventure Island* is no exception.

"Full of wild and wacky levels and high on playability"

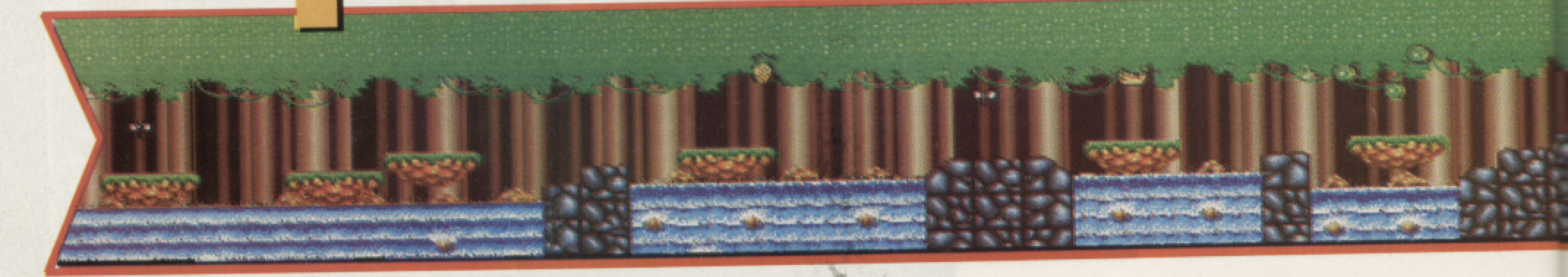
The main Wonderboy graphic's rather odd though — he's got a weird brown line down the one side of his mouth and looks like he's body-popping when he throws something!

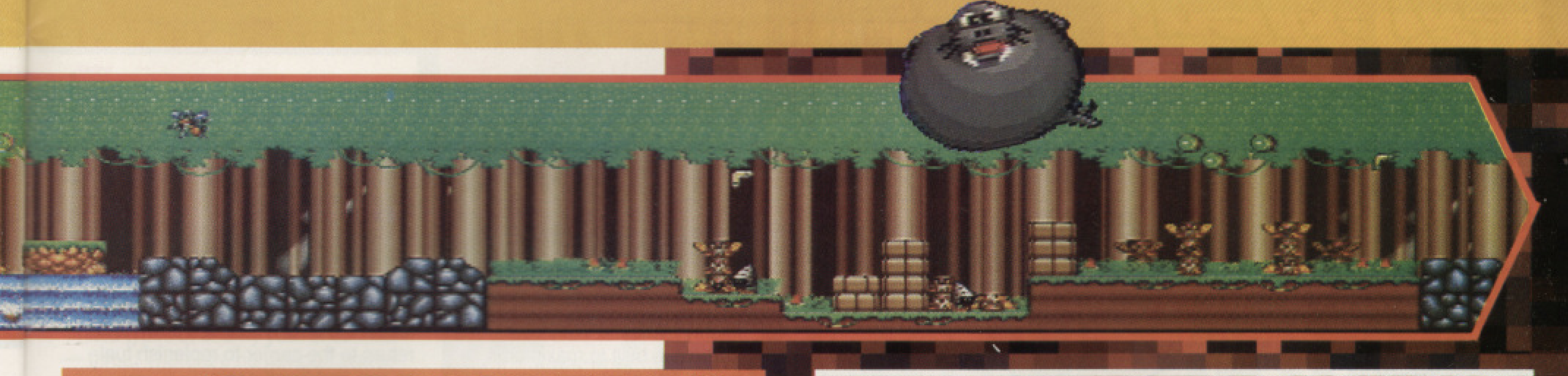
There's a wide variety of difficulty levels — it's a cinch up to the end of Level Three, then you face a particularly beastly dragon! It zooms around the level with you on its back while you attempt to dodge lava flows — crazy!

One of the crowd

Platform games like this are cropping up everywhere. Programmers have got to put something new into theirs to

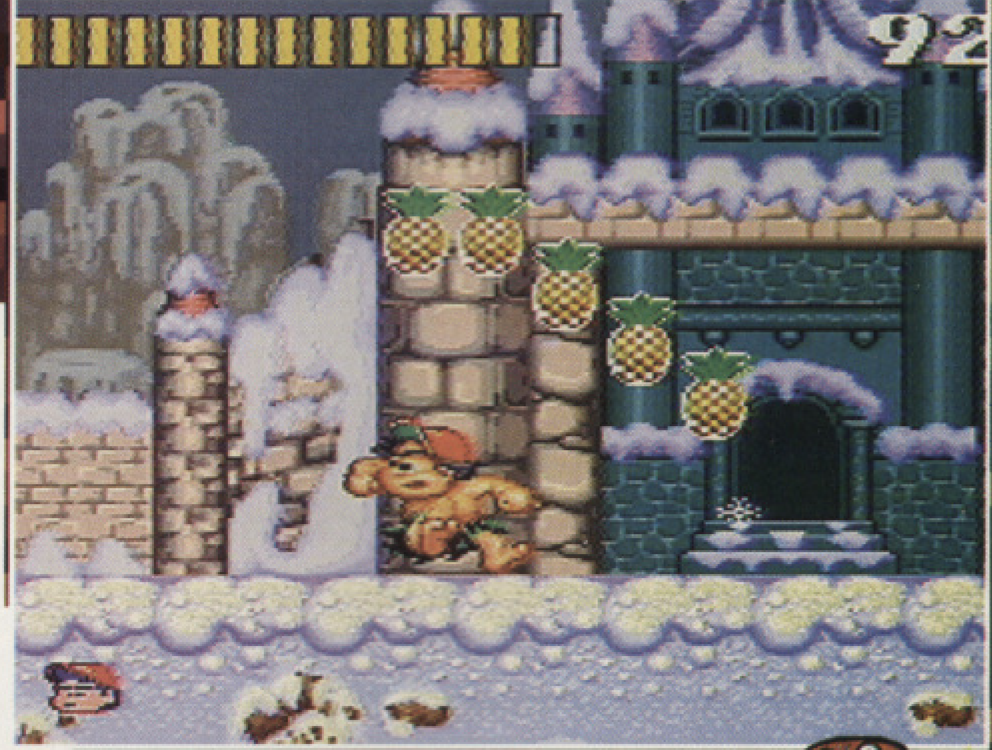
Super Adventur







Wow — what a game! George Benson, eat my mouldy Y-fronts, this sound track's one of the funkiest I've ever heard! More bananas, pineapples and melons than Pete Beale. Peg it through a frenzy of fruity levels in search of your beloved babe. Plenty of projectiles to hurl and some wicked graphics. It's typical platform action — completely unoriginal and predictable but brilliant to play. I found gameplay a little slow but the pace soon hots up after the first couple of levels. If you're a platform freak, like Shades, definitely check this out! ***ACE 85%***



make it stand out.

Super Adventure Island has some impressive between-level sequences with Wonderboy swallowed by whales and getting into scrapes. These really bump up the playability rating — you want to complete a level to see what might be around the corner!

All platform game fans should take a look at *Super Adventure Island*. It's full of wild and wacky levels and high on playability. Things get frustrating now and then, but you want to keep coming back for more. Loada fun!

SHADES 89%



Don't you point your tentacles at me Mr Octopus! Whoops, I wonder if I spelt tentacles right?



Hang on, hang on! I've got my tie caught in your hair slide! Flippin' slimey git!



You're no fun anymore! You were just like a lump of stone in bed last night! I'm off down the boozer!







N RATING

90% VISUALS
- Packed with highly-colourful sprites and backgrounds

94% SONICS
- Possibly the best music ever heard on a SNES!

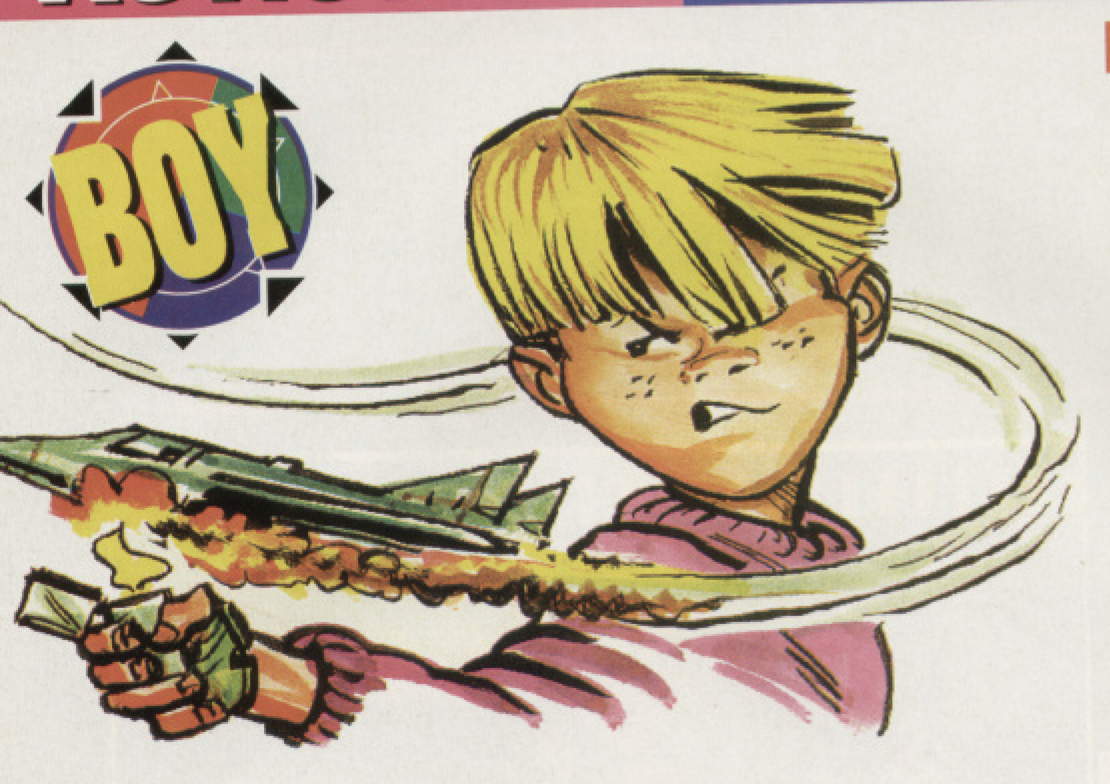
88% PLAYABILITY
- A little frustrating when you get stuck, but you keep coming back

85% LASTABILITY
- Too easy for the first few levels, too hard for the others!

87% FORCE
- Another jolly platform game with lots to offer fans

Reviewed!

Producer: ABSOLUTE ENTERTAINMENT ■ Players: 1 ■ Price: £24.99
Supplier: VIDEO GAME CENTRE Tel: 0202 527314



Turn and B

Grabbing his Aviator sunglasses, GUNNS dashed across the wildly-pitching carrier deck and threw himself into the cramped confines of the F-14. It was Hot-1 and he was gonna turn and burn!

Snapping down the canopy, the mighty Pratt and Whitney Turbofans built to maximum thrust. The blast ramp went up, lights showed green and Gunns shifted his wad of gum to the other cheek.

The G-Force hit him hard as the F-14 took off from the carrier deck with an incredible kick. Suddenly a voice burst into his small world of noise and pain.

'Bogeys two and incoming, bearing one, three, niner. Hot and high, you are cleared to engage Hot-1 — kill is on, repeat, kill is clear and green.' A slow smile lingered on Gunns' face…

Turn and spurn?

It all sounds exciting enough, the manual gives it a good build up, but unfortunately *Turn and Burn* just doesn't play that well.

You start a mission with a simple briefing on the status of your target and the weapons payload of your F-14. Proceed on the heading you're given, locate the enemy, shoot it down and return to the carrier to replenish fuel, re-arm and fly off again.

Easy? Not a chance! To locate the bogey, switch to the long-range radar grid and steer towards the target (indicated by a flashing blob).

You're faced with a heading and height for the enemy. When you get within range, select a weapons system and bang away until the other guy cops one up the tail, or until he fires a missile at you!

If the latter does happen, it's bad news! All hell breaks loose as warning alarms go off — take drastic evasive manoeuvres or crash and burn!

Technology overload

The main problem with *Turn and Burn* is there are so many instruments and small adjustments to make —in the end I just ignored the lot and switched to the mark-one eyeball.

Reviewed!

Producer: RARE ■ Players: 1 OR 2 WITH GAME-LINK ■ Price: £24.99
Supplier: VIDEO GAMES CENTRE Tel: 0202 527314



Messing about with models has always been SHADES' forté — nothing like on the *Clothes Show* though, it's a remote-controlled one of course!

The first question that comes to mind with this is what does the R.C. stand for? Remote Control of course! That's what makes this game stand out from the crowd. Originally a fantastic racing sim on the NES, it now roars onto the Game Boy.

Cars are based on speedsters, complete with interchangeable battery packs, powerful motors and rubber tyres.

The 24 courses are set in a miniature land full of flower-pot jumps, sand pits and giant feet! With three opponents to beat and tight corners to negotiate, you can guarantee some hair-raising situations.

Success in racing these little beasts is not a matter of being an excellent control-box waggler — players have to master the art of skidding. And the cars skid everywhere — around corners, into barriers and off the track (which usually results in a spectacular explosion with bits flying everywhere).

What a zipper!

Power-up icons help save the day — roll cages prevent crashes when the car spins, zippers increase speed, missiles give a handy tool for sorting out leaders, bombs destroy slower cars

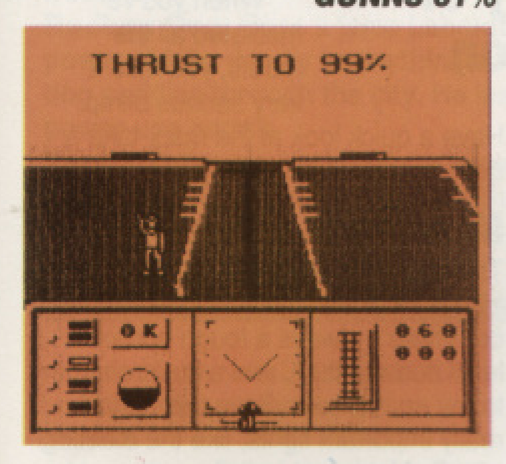
Super R.C. Pro-

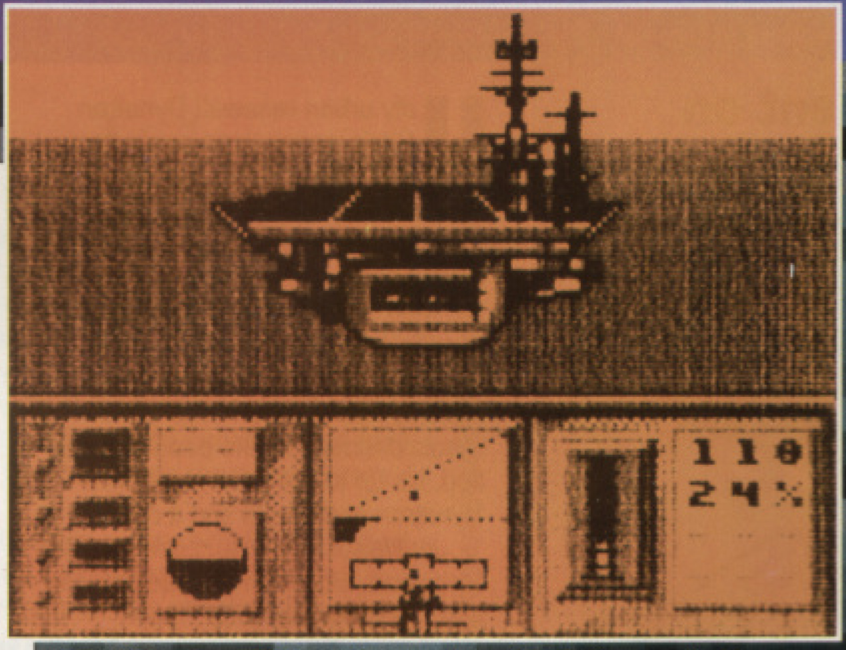
Burn

The lack of depth's evident by the limited types of enemy you encounter — three! There are no weapon power-ups and besides taking off, landing, mid-air refueling and shooting stuff down there's not a lot else to do.

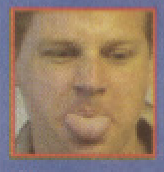
This is one confused game, not enough action for an arcade game, not enough depth for a simulator. In trying to provide the best of both worlds it fails and you get neither.

GUNNS 61%

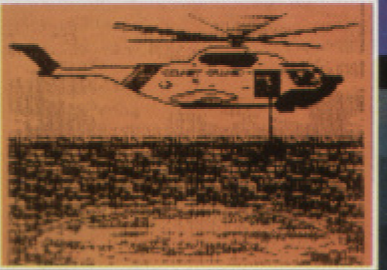




Landing takes a little getting used to. Height's controlled by changing thrust as you head towards the carrier — too much or too little and it's a swim back to the ship with a very red face!



Danger! Incoming bogey. As predicted, after a few plays this title began to get up my nose. The instructions say for advanced pilots only, but fail to mention you need a degree in advanced aeronautical physics just to read the manual. The numerous combinations of buttons detract from playability and the tinny bleeps posing as a soundtrack soon become annoying. On the positive side, there are some good graphics including a variety of swish between-level screens. Plenty of challenging stages give good lastability. However, if you're the type of game freak who craves action, you'll find this a bit dull. **ACE 58%**







N RATING

75% VISUALS
- Good situation graphics, but below average in the game

56% SONICS
- Average — sounds like an organ grinder at work!

69% PLAYABILITY
- Easy to fly, but very hard to do anything else with

61% LASTABILITY
- Die-hard flying sim fanatics only — it's just not that good

60% FORCE
- Reasonable for the Game Boy, but there must be better

and ammo adds one missile or bomb. Of course there are also 1-ups!

Three types of car are here for the wrecking. The slow R.C. Racer, faster Speed Demon and zippy Spiker. Progress from one to another by picking up the letters dotted about each track and spelling 'Nintendo'!

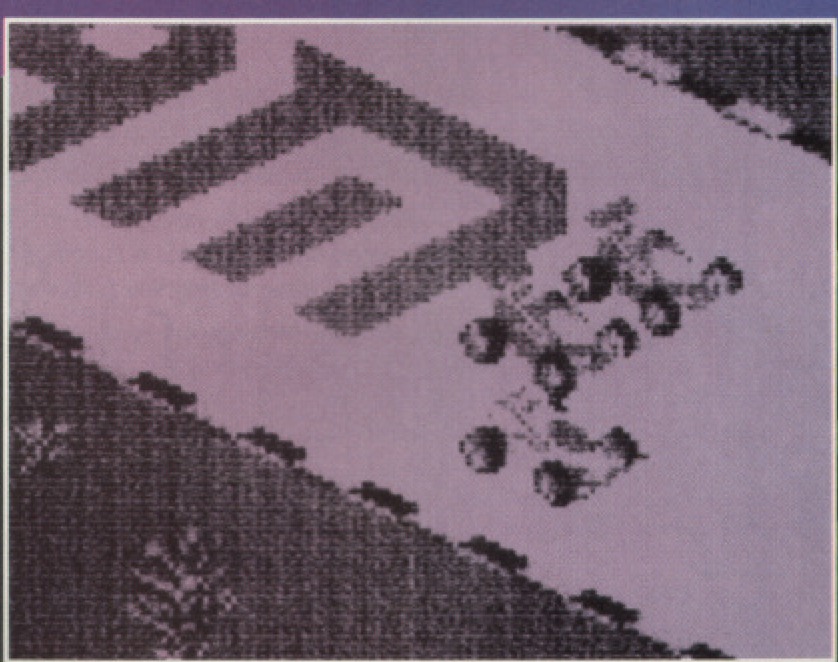
Every track has its danger spots. Puddles slow you down, oil slicks give you the skids, cones are real gits and sand just gets everywhere!

Mini mayhem!

Rare has captured the feeling of throwing remote-controlled cars around a dusty track perfectly. Oozing playability, this game had me addicted from the beginning. It's a mad scramble to survive around every course and the animation's superb.

For an absolutely brilliant gear-scraping, wrist-wrenching racing game with a twist, take a shifty at this — it's the cat's whiskers! **SHADES 90%**

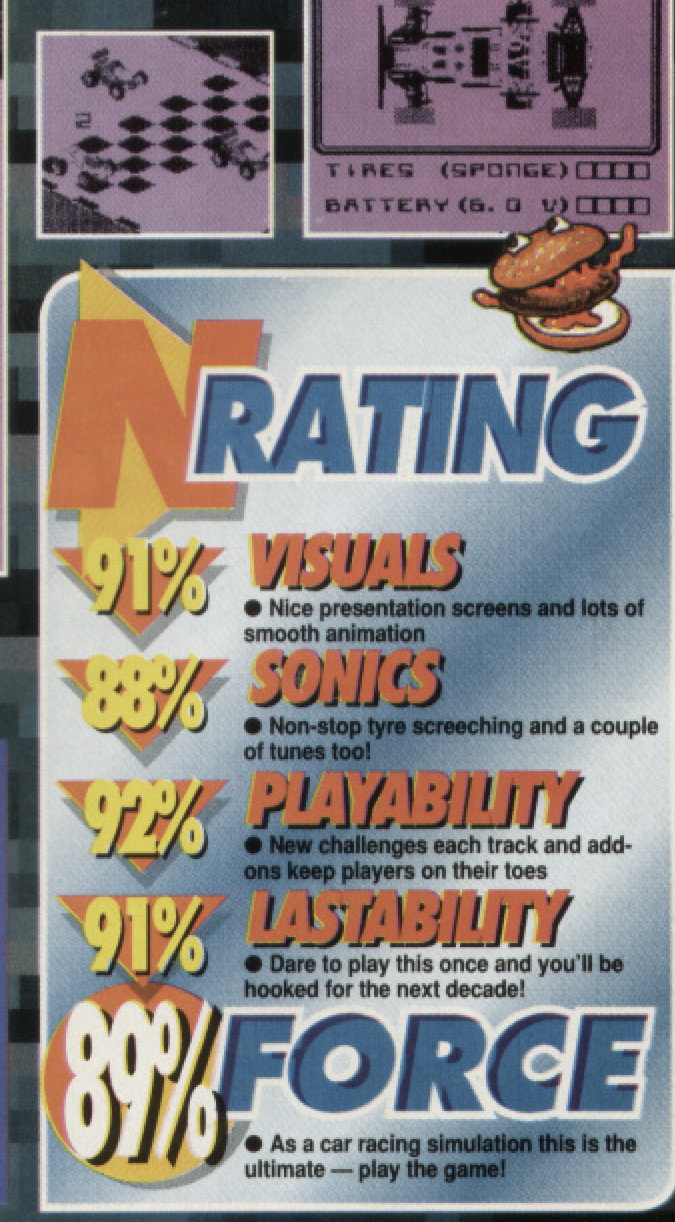




Hurtling down the track in your pint-sized racer. Power-ups and being able to blow up your opposition are just two of the features that make this game a real knobbler!



Wow! What a great twist to the conventional driving game. The concept of racing remote control mini models sounds a bit dodgy but it really works! You get a great feel for speed as you whizz around the sand-pits and flower beds, specially if you're at the helm of the turbo-charged Spiker! The great control method ensures plenty of thrills and spills and more than your fair share of spectacular explosions. I particularly enjoyed chasing the endless amounts of power-ups in search of a better car. Superb animation, stunning graphics and the most addictive gameplay since *Micro Machines*. A cart Game Boy owners everywhere should get their hands on! **ACE 88%**



Manic robots hellbent on destruction, psychopathic toolboxes with a grudge, and super chimps throwing bananas — MARSHAL probably finds Dynatron City a breeze compared to New York...



Holy urban renewal! Dynatron City's under siege again from that metropolitan megalomaniac, Dr Mayhem. The futuristic municipality, where atomic-powered dishwashers are a status symbol and a Big Mac and fries costs around £60, is in serious trouble.

The streets are teeming with metallic vermin as a horde of evil robots descend — the populace has fled. It's up to the Defenders of Dynatron and you to sort it out!

Jet Headstrong, Buzzsaw Girl, Ms Megawatt, Monkey Kid, Radium Dog and Toolbox are your offsiders in this titanic struggle. Once mere mortals, they were trapped by the evil doctor and left to rot inside a vat of atomic sludge (bit like taking a bath at Brixton).

But the vile dunking didn't work, and the six became super heroes — now they're back and they're not happy!

Kill, kill, kill!

Consider yourself an exterminator — everytime you meet one of the doctor's robots, blast it, hammer it or blow it to bits. Some of the robots are like miniature tanks, some fly and others leap around like metallic billy goats!

Picking a hero (only four are available to start with), have a quick look at the city map and then head off for an afternoon of mayhem. Your onscreen display includes timer, health and power-up meter, and a compass (probably the most important of them all).

The city's deserted (apart from all these metallic creatures trying to kill you), so there are plenty of interesting shops, stores and locations to visit. Unfortunately they're all locked until any robots have been eliminated from that particular street or avenue.

Now it's not all a leisurely stroll through town — robots tend to hide, waiting to attack: you're the hero, so wack 'em!

Every time you thump a scum-sucker there's a tasty power-up, food icon or question mark to acquire. Or best of all, Dynatron bucks for use in the ultra-trendy shopping mall. Unfortunately, some items are for specific heroes only.

> **Bright and colourful with plenty of action**

When you've mutilated all the robots, you face a very serious blimp. Have a quick look at the map, take a deep breath and off you go!

Meeting mayhem

The start of every level (called a 'chapter') gives information on what to do. There's always a tough end-of-level dude to face, and a supercharger to rev up the hero. Save this up for really important fights, like the meeting with Dr Mayhem himself.

And keep an eye on your hero's energy meter. If it drops to zero, he/she/it can be captured and it's then back to the radioactive vat. Choosing the right hero for the right task is important.

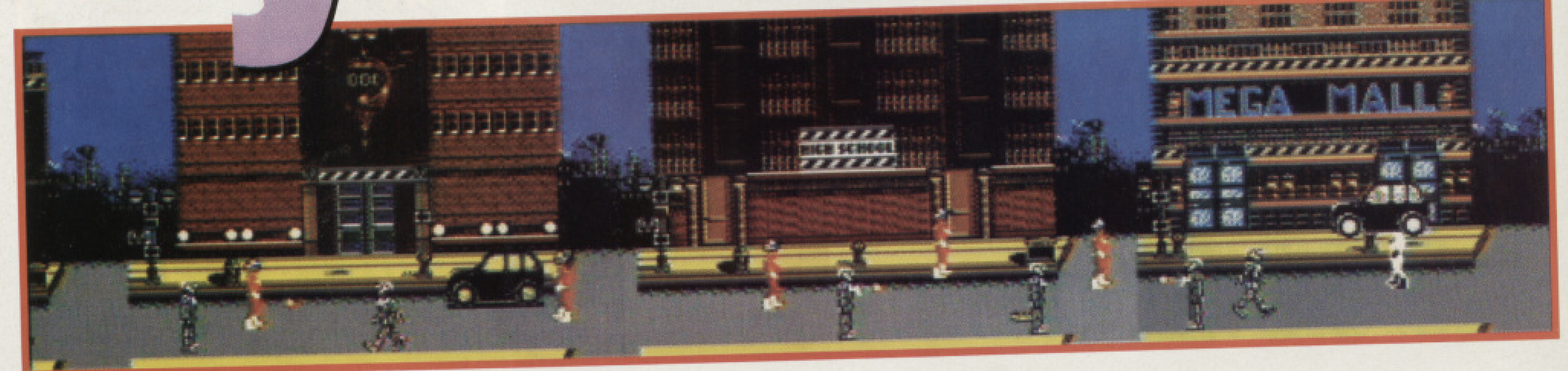
Animation's bright and colourful (it's a comic book/cartoon adapted for game-playing) with no annoying flicker and plenty of action.

Jet's head blowing off is great, and

NES

Defenders of Dynatron C





The sensational six...

There are six atomic-charged robot pounders, each with different powers and strengths...

Jet Headstrong: He blasts his head off at attacking enemies. Useful for long-range attacks, but unfortunately his body just stands still while his head flies around, making him very vulnerable at close range.

Buzzsaw Girl: A frightening woman with awesome throwing blades and deadly Buzzsaw instead of legs. She has a wild backflip, and fires chainsaw massacres from her hands. Can zip along the ground very quickly.

Ms Megawatt: The fastest of all the fighters — her breakneck speed keeps her out of most major trouble She has mighty electric powers to blast lightning bolts from her finger tips (definitely not the homebody type).

Monkey Kid: Not as powerful as the first three, he was transmuted from mere chimp form into a banana-throwing super primate. His yellow fruity bombs pack a minimum wallop but manage to keep him out of trouble.

Radium Dog: Once a tame Labrador, he now has a fearsome atomic-powered bite, deadly to anything which gets in his way as he trots or dog paddles through the city. He leaps and sometimes flies when power-ups permit.

Toolbox: From a packet of rusty screws into a metal head-case. Can crush anything with his hammer-like bonce and has a mighty spring jump. He's plenty tough, but has to get very close to cause any real damage.

the speed lines from Ms Megawatt as she blasts through the streets are a real hoot.

Move through the city by horizontal screen scrolling. There's some foreground-to-background movement, but this one's primarily a straight side-view type game.

There are plenty of cute touches such as the shops and character movement. Keep an eye out for clues in shops along the way and helpful items, such as cars.

All in all, *Defenders of Dynatron City* gets the thumbs up!

City

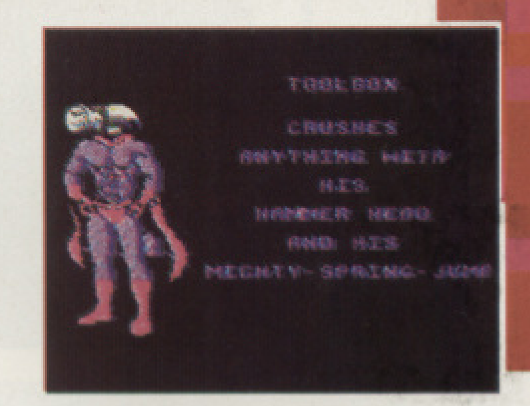


A quiet stroll down the street. Those little guys in the shiny silver suits aren't there to window shop — they're after your butt!

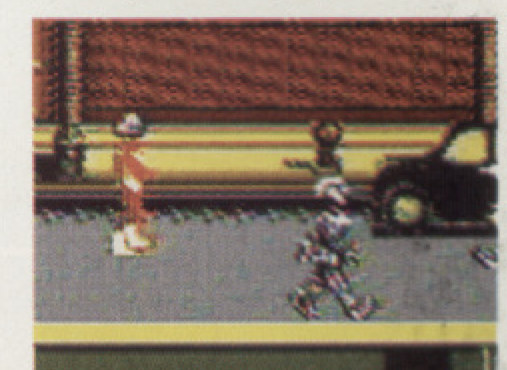


Mega map: A very useful part of the game which gives you an idea where your enemies are.



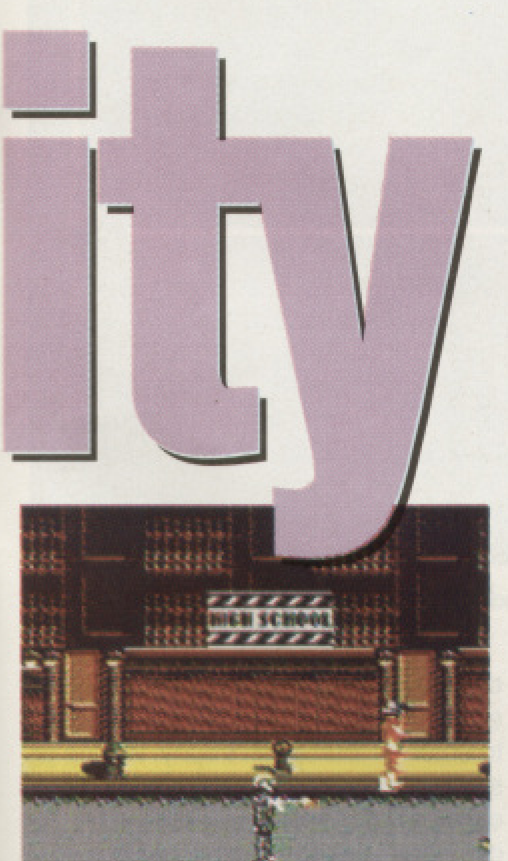


Once a collection of bolts and rivets, Toolbox is a tough nut who enjoys pounding enemies to pulp.

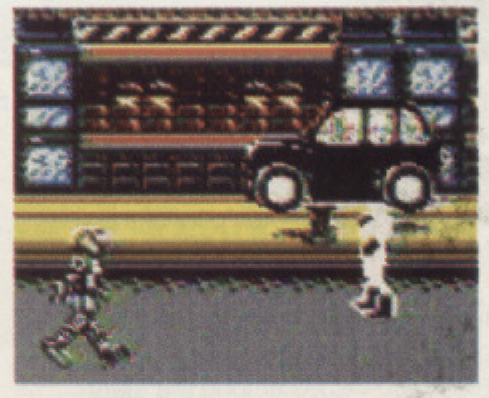


Those black cars aren't London taxis, they're abandoned vehicles useful for moving around the city in...





That's the high school — and the guys in front are the welcoming committee.



It's a new novel form of bodybuilding — picking up motors in the street!





Producer: ANCO ■ Players: 1AND 2 ■ Price: £TBA

SNES

Super Kick Off

It's the match of the year — ACE's face and an inflated pig's bladder. Our resident Neanderthal sticks the boot in again!

Strap on yer shinpads, get the curlers in your hair and put all thoughts of Sweden right out of your mind. *Super Kick Off* has arrived on the UK SNES and it looks great.

Faster than a Stuart Pearce free kick, more style than Gary Lineker in designer wellies and with more tricks up its sleeve than Gazza at a Magic Circle convention, this is one ballsy footie game.

Almost everyone must have come into contact with some version of *Kick Off* during their games-playing days. A smash on more formats than Liverpool have won league titles, it is now upgraded to exploit the numerous talents and features of the 16-bit SNES.

For those sad soccer virgins who haven't a clue what the heck I'm on about, I'll explain it in console speak. *Super Kick Off* is a soccer simulation with a full-size multi-directional scrolling pitch and the players, pitch markings, goals etc. in correct proportions — happy now?!

Earwiggo! Earwiggo!

Turn on the cart and an amazing sample of 60,000 beered-up English hooligans screams down your lugs before a brilliant icon-driven main menu appears.

"Let down by a few minor gameplay faults"

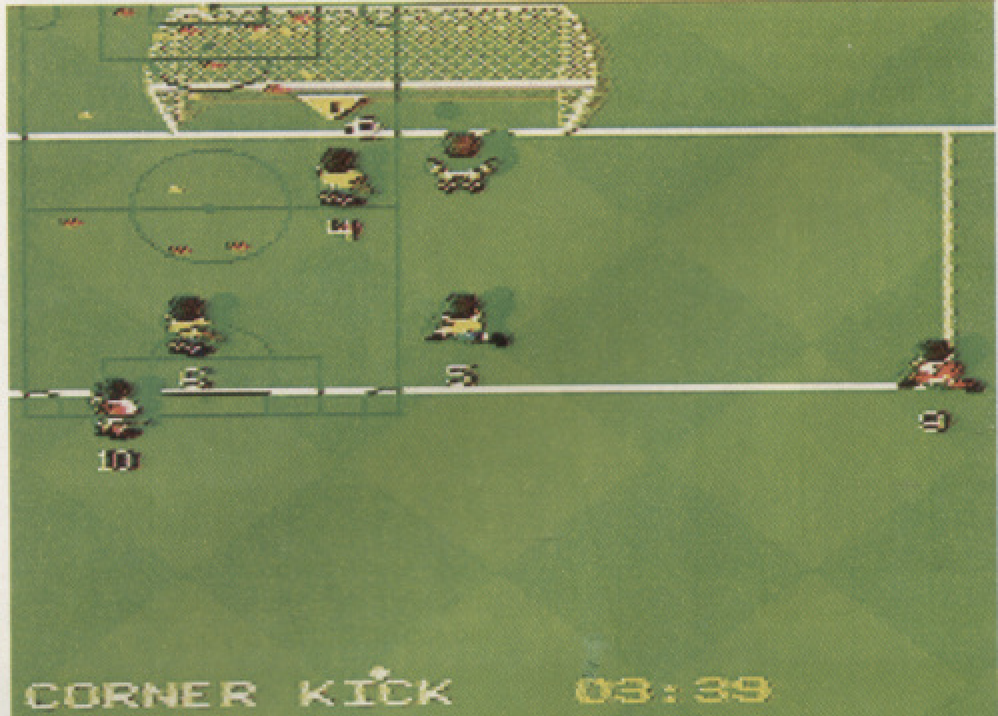
You can change almost every element of the game — pitch type, wind, duration, offsides, game speed, extra-time and skill level. There's a practice mode allowing you to perfect ball control and skills in three disciplines — skills, free kicks and penalties.

The best option's the action replay. A battery backup allows you to save your most spectacular goals. There'll be a chance in the future to enter your efforts in a European 'goal of the year' tournament.

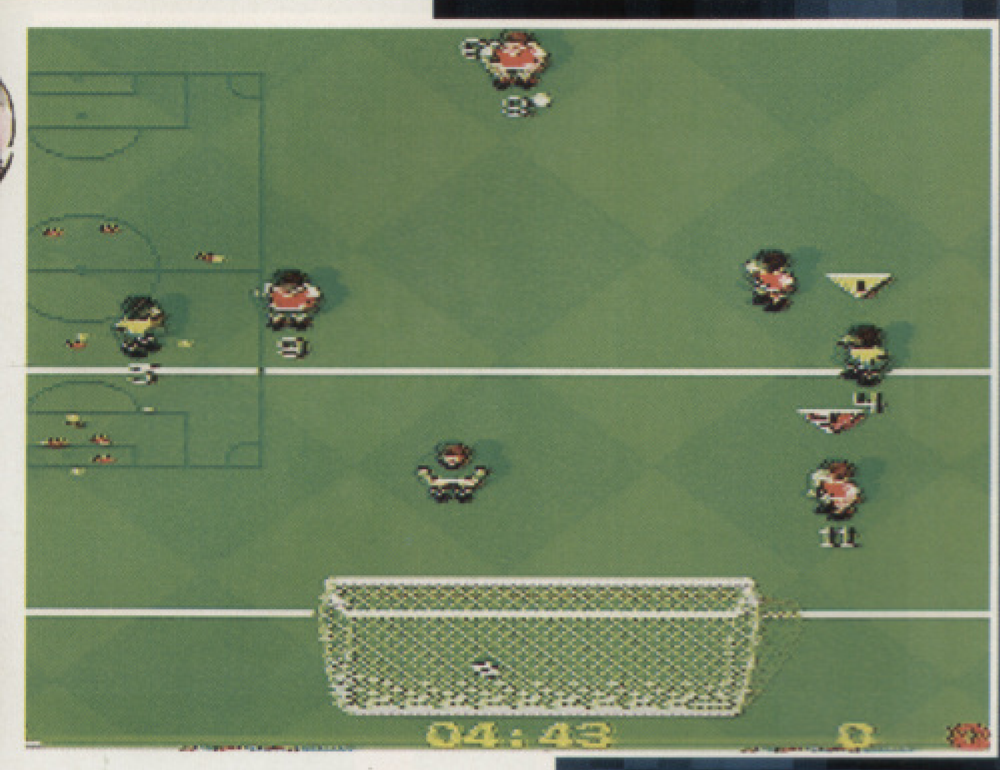
To build a dream team, use the edit function which allows the distribution of pace, stamina, aggression and resilience values among the team members.

Then design a kit from the vast options on offer. When you're finally ready to take the field choose an event to enter — European trophy, league or single game. Play against a mate, or combine your talents against the computer — there's even a watch-game function.

Think it ends here? Oh no! There are still tactics to choose, squad



A swinging lob into the area, a lightning nod into the box, and a despairing keeper in the midst of a failed dive. It's a goal!





The Gunners score again! Limpar spearheads Arsenal's attack (above) with a piercing pass to Smith who crashes it into the net.

Throwing in (left) is similar to most footie sims — choose direction and hurl.

selection, man marking, match format, ethnic background and religion of your players (?!)... and all I wanted was a game of football!

He shoots... he scores!

Half an hour later, when I finally got onto the pitch, I was half expecting to have the game stopped due to adverse weather conditions. But no! I actually got to kick the ball! Before you could say 'Graham Taylor — he's my special friend' the ball was in the back of the net — amazingly fast gameplay.

Action's viewed from an overhead perspective which isn't my favourite, but it works well here. The sprites are larger than the traditional *Kick Off* pin heads. Though for traditionalists, there's an option to change them back to the small ones.

Controls are straightforward. The joypad moves you as the player in eight directions with the ball travelling in front of you. All four buttons are used — [A] traps and passes, [B] shoots, [X] chips and [Y] is a chip pass. Sounds great but there are problems once you get into the game.

The amazing speed of the action gets the adrenalin pumping but unfortunately the scrolling finds it hard to keep up with the ball. And that's the big let down. All the options in the world can't make up for a lack of gameplay. I was hoping this conversion would take advantage of the SNES custom hardware but it fails to do so.

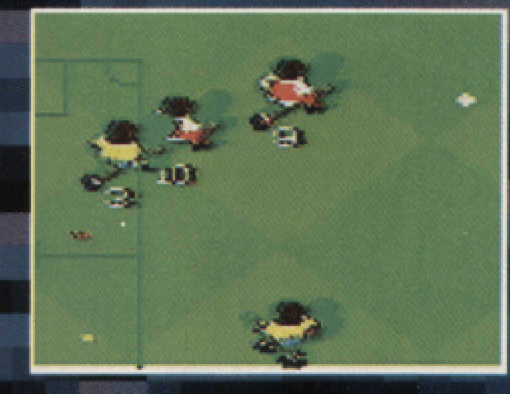
All in all a potentially great game let down by poor scrolling and a few minor gameplay faults. More for the serious football fan than those looking for an arcade-style soccer game.

ACE 80%



Just a few of the many options available in *Super Kick Off*: choose from wind, fouling, extra time, off-sides and speed of players...





Now it's your chance to be a Graham Taylor. Pick formation, tactics and be patient — it won't be long before you can actually get out on the pitch and play!





Everybody should recognise these colours — the striking red of Man United.

This is Ace's idea of how Man United could look after a fashion fitting in Paris. Waddya think?



What a goal! The boy done brilliant! *Super Kick Off* is a masterpiece of presentation, I can't recall seeing so many options on a SNES game before. Unfortunately this hasn't been carried through to the remainder of the game. The standard *Kick Off* formula has been applied here with a liberal brush. Although the game's far superior to its NES brother, the capabilities of the *snes* just have not been utilized to the full. The gameplay's still twitchy and for some reason the speed of play's so fast that the pitch scrolling can't keep up. Technically a good game but gameplay-wise a bit of a lemon.

GUNNS 72%



78% VISUALS
● Great option screens — graphics not that well defined

75% SONICS
● Great crowd samples — in-game tunes are sparse

75% PLAYABILITY
● Easy to control but poor scrolling leads to frustrating gameplay

90% LASTABILITY
● Zillions of options mean you'll be playing forever

76% FORCE
● A good game that fails to make the most of the SNES's abilities

Producer: NINTENDO ■ Players: 1 ■ Price: £TBA
Supplier: VIDEO GAME CENTRE Tel: 0202 527314





Pit-Fighter

Oi! Did you spill my pint? ACE dresses up in some silly spandex trousers, puts on his ugliest face (that's pretty ugly!) and goes looking for some bovver...

Yes folks, *Pit-Fighter* has ploughed onto the palm-sized portable, leaving a trail of destruction, carnage and oiled men flexing their pecs on fork lift trucks.

A complete turkey on the SNES, the Game Boy version's an improvement. Scenario's the same — you against a stream of psychotic delinquents in a no-holds-barred duel to the death. Your only chance of escape's to defeat the ultimate champion — but first there are ten gruesome battles to fight.

Dress to impress

Choose either Buzz, the fat bloke with the fetching lycra pants, Ty the kickboxer, with Bruce Lee pee-jays, or Kato, the midget with the matching gloves and boots.

Buzz, a former pro wrestler, has a passion for the killer bodyslam, Ty, a mean flying roundhouse kick and Kato, the deadly dragonpunch.

You punch with [A], kick with [B], press them together for a special move. Use it with caution — once you press [AB] your special lasts about ten seconds.

Scrap, crackle and pop

Sprite animation's surprisingly good, with smooth execution of combination moves. Sonics are noted by their absence. Occasionally there's the odd groan and grunt as a player's torn limb from limb but the soundtrack fails to capture the sleazy atmosphere of pit-fighting.

You start with 150 units of health which rapidly deplete each time you're hit, and are only restored when you reach a score above $50,000. This is incredibly frustrating, particularly considering there are no continues.

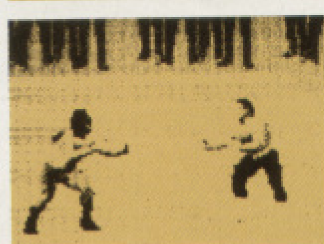
With only ten fights I understand why programmers have tried to make the game extra difficult, but in the end I got irritated. The first few fights are straightforward but it's quite a challenge getting your health back up to full strength.

It's a 100% improvement on the SNES version and far better than I'd imagined. One to keep an eye out for, but don't rush out and buy it!

ACE 71%

Big Buzz, the ex-pro wrestler, battles it out with the Executioner (above) while Angel, a sexy opponent, gives Kato a hammering (below).





Flexing those pecs on the famous Pit-Fighter memorial forklift (below).



I wasn't expecting much of the Game Boy *Pit-Fighter* as the SNES version should've been renamed *Plop Fighter*. Luckily, this game's a big improvement over the crummy 16-bit effort — you can actually get through a few levels without ripping your hair out! All the digitised-style graphics have been converted and the animation's jerky but passable. The crowd in the background still look like they're body-popping and the stomping tune isn't too shabby! This isn't a bad version of *Pit-Fighter* but think carefully before you buy.

SHADES 68%

N RATING

64% VISUALS
● Good attempt at digitised graphics but poorly-defined sprites

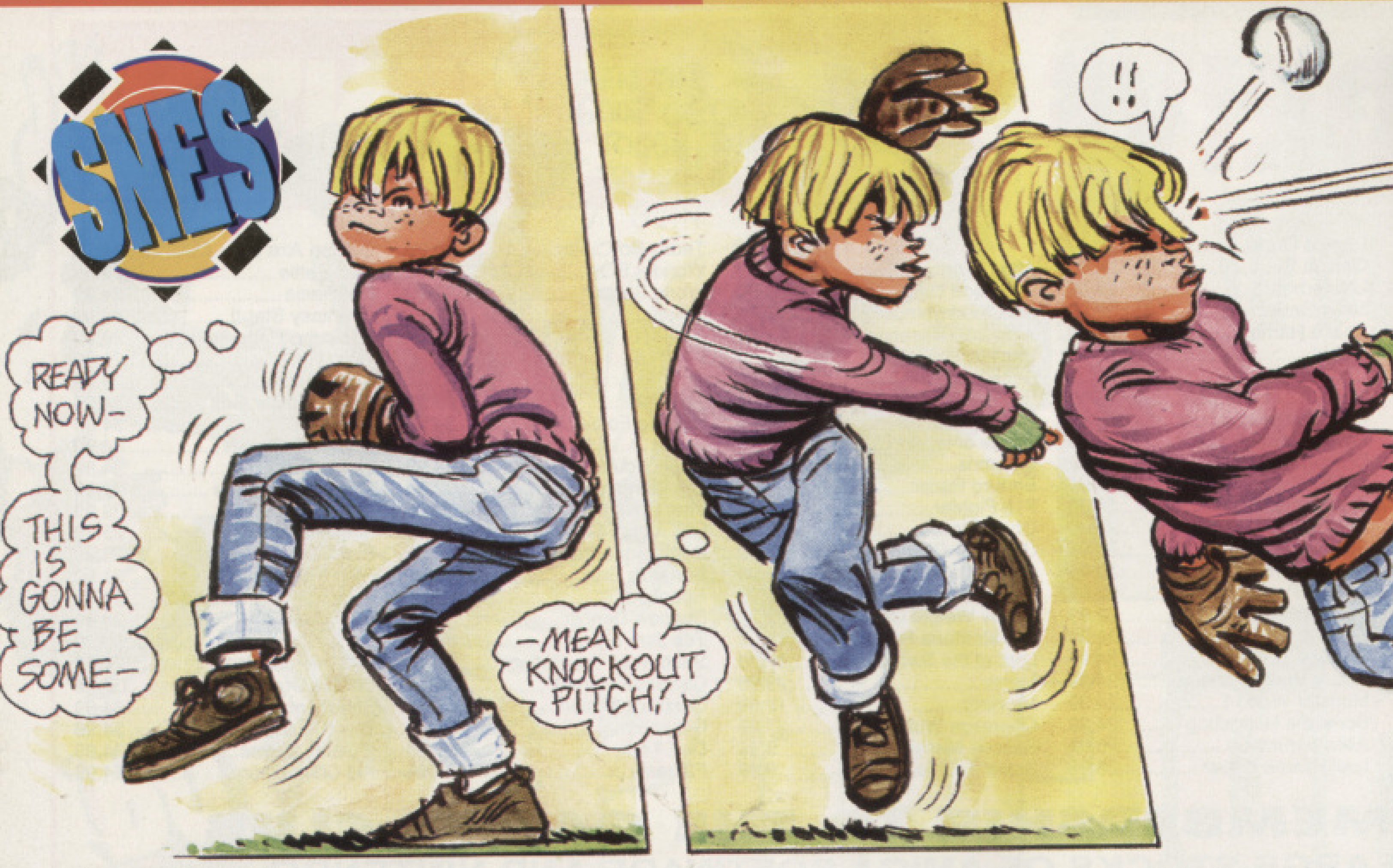
65% SONICS
● A few grunts and groans, but basically an uninspiring soundtrack

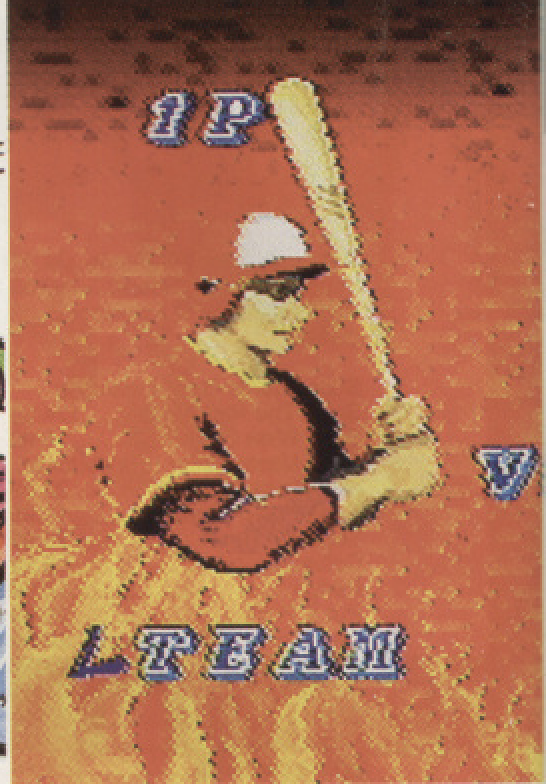
72% PLAYABILITY
● Controls transfer well to the two buttons on the Game Boy

75% LASTABILITY
● Ten regular matches and an ultimate challenge but no continues

70% FORCE
● A challenging test let down by sketchy graphics

Producer: JALECO ■ Players: 1 OR 2 ■ Price: £TBA
Supplier: SN SOFTWARE 0230 23900





There are some nice intro screens, but once into the game it suffers from sketchy graphics.



It's long — it's very, very long. It's ACE chasing cheerleaders with his hot dog again.

The bases are loaded as Ace steps up to the plate. The aroma of hot dogs and stale Bud fills the ground. Gunns patrols the mound, sweat dripping from his camouflaged brow. Every bone in his body aches. The scores are tied, bottom of the ninth, the count's three and two. The pressure's almost unbearable.

Gunns fakes to first, winds up a fastball, winces and sends a scorcher to the inside corner. Ace checks his swings, plants and launches one deep into centre-field. It's high, it's long.

The crowd are on their feet. Shades is in the field. He waves Oz away — he's got it covered. Chip waves the runners in. Ed goes for home in flurry of sand and earth. The crowd gasp in anticipation. Shades goes back further. It must be, it can't be, the crowd go wild... Zzzzzpppppp (monitor goes off).

'C'mon you lot — 'bout time you got some floppin work done. I don't pay you lot to sit around and play baseball.'

R has spoken. I may be the best gamesplayer in the world but when he shouts 'jump', I wanna know how high!

Stat attack

Let's get down to basics. Baseball fans are a crazy bunch. They like nothing better than to spend all day sitting in the sun, munching mountains of popcorn and supping gallons of beer while dressed in novelty pee-jays, comedy hard-hats and waving bogey-filled hankies at the opposition.

> **"Newcomers to baseball may find it disappointing"**

Wow! What a game!

This month, reviewing *Super Bases Loaded* was top of my priority list. So, what's it like?

Presentation screens are a bit dodgy. Close-ups are over-pixelated and there's a naff flame effect which makes you cringe. I was a bit worried as I'd been mouthing off (for a change! —Ed) all week about how brill it would be.

There are the usual plethora of endless stats to digest and a multitude of players and teams to choose from. One-player mode pits you against various computer-generated teams in the pursuit of a perfect game — no errors, hits or runs against. It's not enough just to win, you've got to humiliate the opposition.

Organ grinder

In-game thuds and thwacks are great and convey a real sense of a day out at the ball park. The usual organ samples are average and unobtrusive.

Compared to the cartoony *Extra Innings Baseball* (see last ish), *Super Bases Loaded* is visually more authentic. Sprites are large and superbly animated. However, graphics look sketchy and unfinished. Too many rough edges give the game an untidy look.

Action's viewed from a 3D perspective at an angle above and behind the pitcher, as if you were in the stand opposite the batter. This panorama's disorientating at first but you soon get used to it.

At the end of each innings, the whole field does an amazing scaled rotation sequence making SEGA owners hide their heads in shame.

I was disappointed with the home-run sequence. A handful of multi-coloured tissue paper and a few fizzled-out fireworks left over from Shades' Barmitsvar do not a wild party make! Sexy cheerleaders are few and far between.

This is one of the first baseball sims where the advantage clearly lies with the pitcher over the batter — as in real life.

Choose from a vast array of pitches portrayed with slick and smooth animation. The catcher's mitt showing initial flight path and final destination of the ball is a great touch.

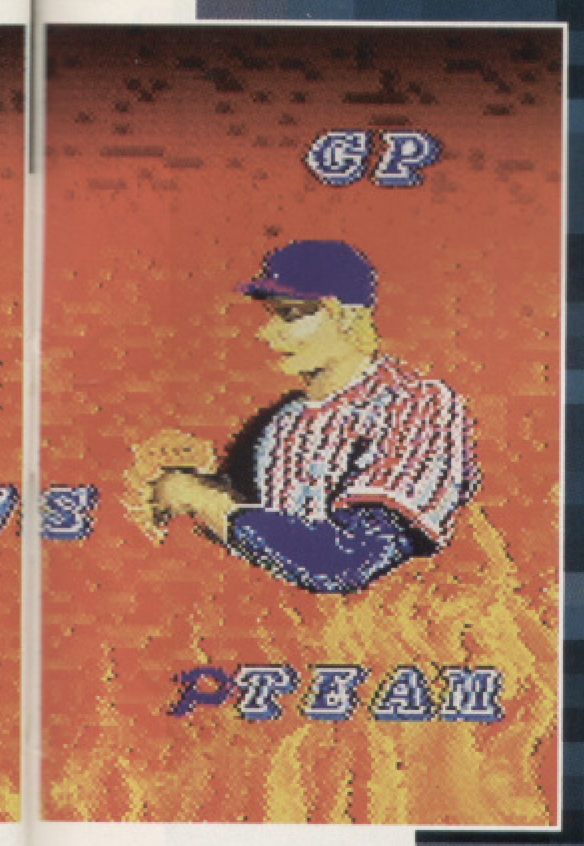
Fielding's a doddle, and throughout you get a real sense of speed and ball-park atmosphere.

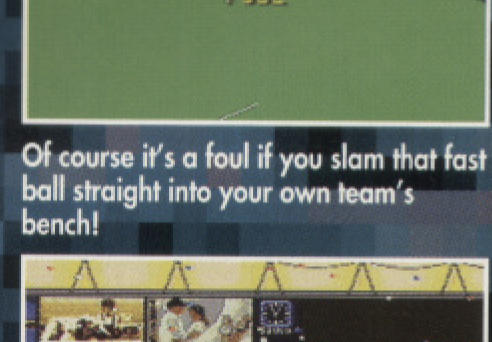
Put it all together and you've got a superbly playable but graphically-untidy title. Hardened baseball fans will love it but newcomers may find it disappointing.

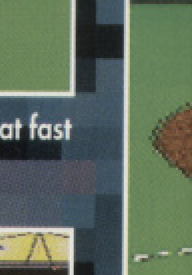
If fun-packed baseball's more important than visual authenticity, look elsewhere, possibly *Extra Innings Baseball.*

ACE 82%

Super Bases



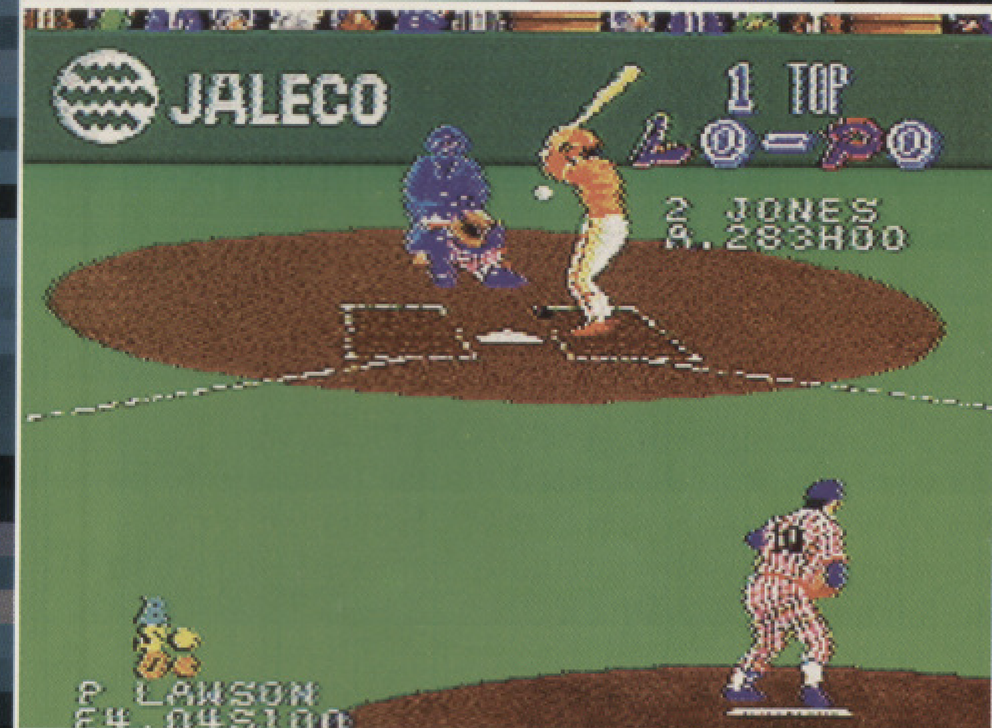




Of course it's a foul if you slam that fast ball straight into your own team's bench!



The home-run sequence — a nice shot of the batter followed by some fireworks that'll make you cringe.

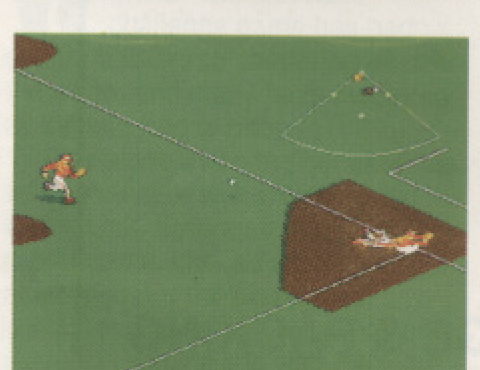


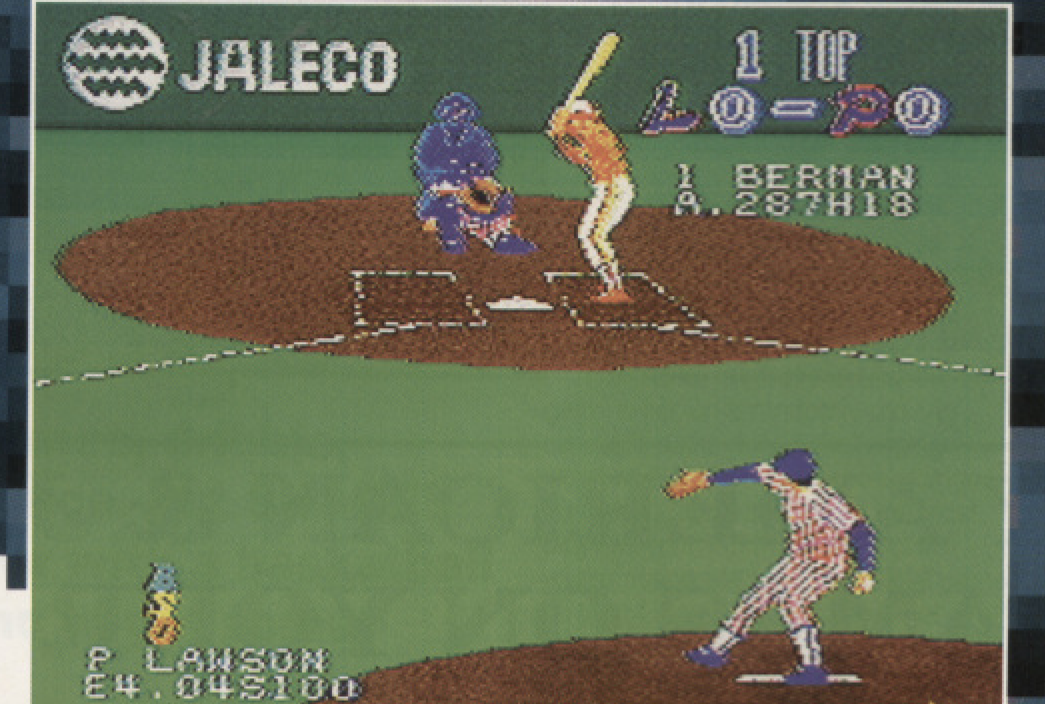
With a nasty curve ball sailing in towards the plate, the big-hitting Jones gets ready to let one fly.



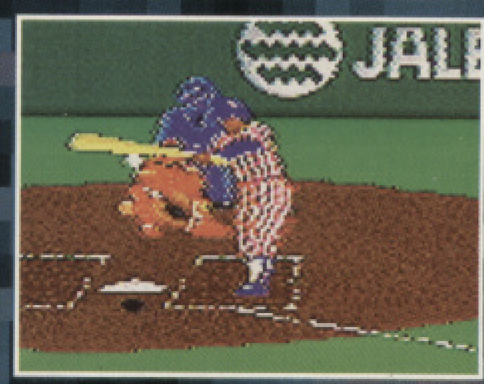
It's choose the uniforms time again — let's see how fashion conscious you really are!



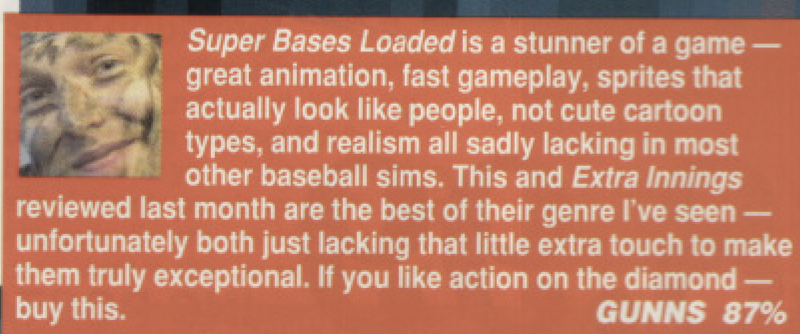




Super Bases Loaded is one of the few baseball sims where, as in real life, the advantage lies with the pitcher.







Super Bases Loaded is a stunner of a game — great animation, fast gameplay, sprites that actually look like people, not cute cartoon types, and realism all sadly lacking in most other baseball sims. This and *Extra Innings* reviewed last month are the best of their genre I've seen — unfortunately both just lacking that little extra touch to make them truly exceptional. If you like action on the diamond — buy this.

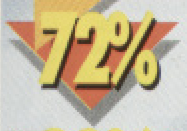
GUNNS 87%





72% VISUALS
● Good animation, clever option screens but sketchy graphics

80% SONICS
● Realistic sound FX — just like being at Yankee Stadium



85% PLAYABILITY
● A cinch to play and get into — good variety of plays all easy to control



85% LASTABILITY
● Totally addictive — you could keep playing forever!



85% FORCE
● A good game let down by poor graphics and an unfinished look!

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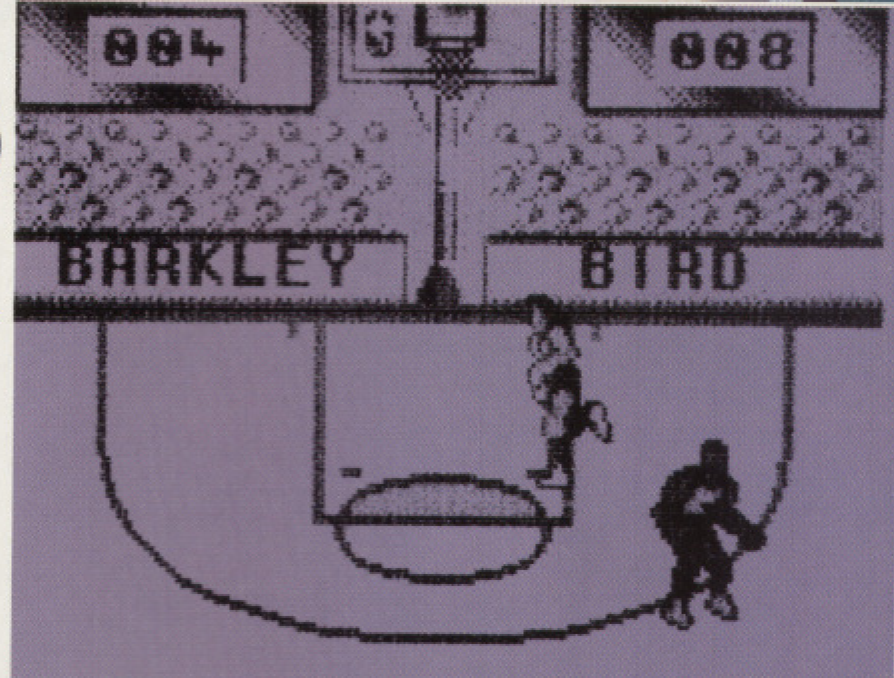
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NBA All-Star Challenge 2

Bounce, bounce, dribble, dribble, bounce. Put SHADES in the corner with a basketball sim and you're bound to get some strange noises...

What's this? A basketball simulator for your handheld friend! The first NBA challenge game has had people backboard shattering all over the world, and many have mastered all the cart had to offer.

Play alone using the computer as an opponent or with a mate using the Game Link. Before starting a one-player game, choose sports celebrities for the player and computer. Every NBA team has one player on show along with the team logo and statistics.

Bouncy bouncy!

One-on-one's the first game of the cart with a half-court showdown. Shots, steals and rebounds make this really exciting, and the computerised basketballers certainly know their stuff. Three skill levels are available and four time limits to cater for all abilities.

There's a free-throw competition, three-point shootout, slam dunk, accuracy shootout and the all important one-on-one tournament where all the practising's put to good use.

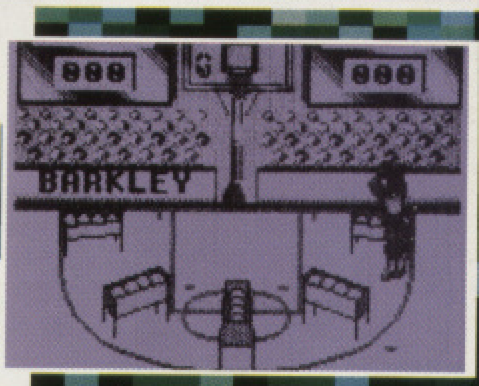
Stop dribbling!

It sounds quite disgusting doesn't it? Dribbling around a court, bouncing balls and slam dunking! But that's basketball for you — a game involving lots of sweaty people generally being energetic. So why would fans of the game want to sit in an armchair and play a console version instead?

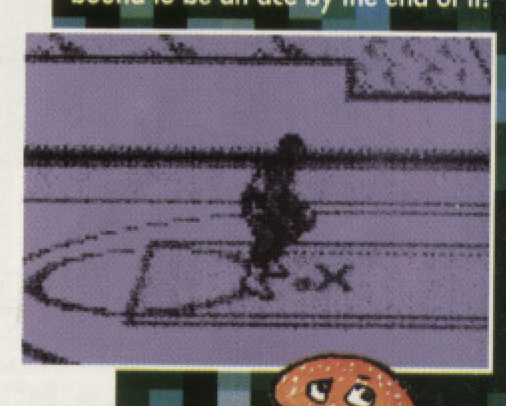
If you're one of the lazy sports enthusiasts then this is quite a realistic sim. There's lots of animation and plenty of variety in the games.

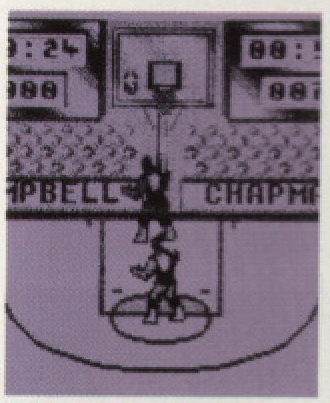
Trouble is, most of the time the game relies on a randomly-moving cursor to make things challenging when all it really does is make things frustrating. It's probably not the most playable game in the world.But if you're desperate for a basketball game on your Game Boy, this one's not at all bad.

SHADES 67%



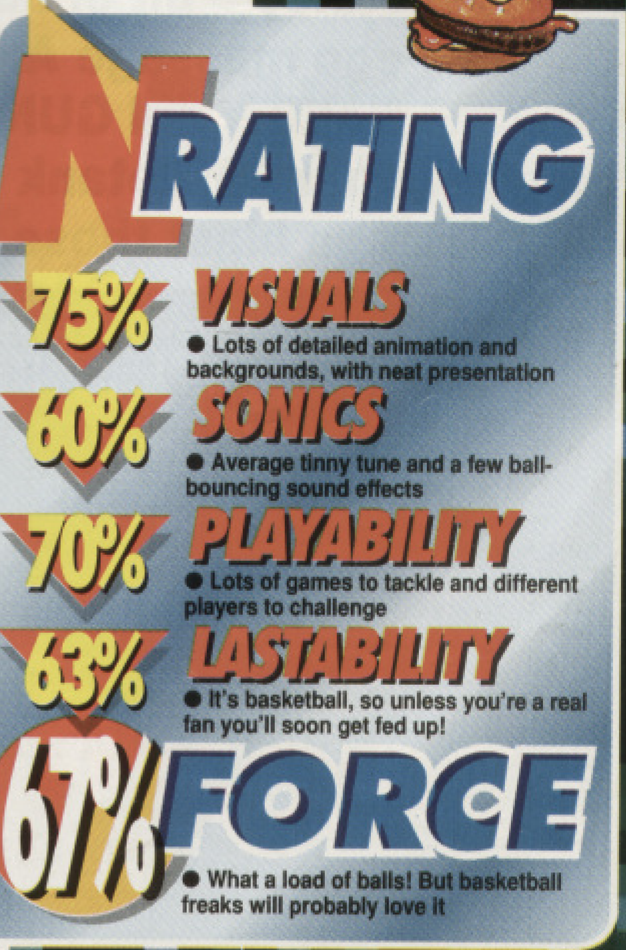
It's a basketball shootathon! With five racks of four balls each, you're bound to be an ace by the end of it!



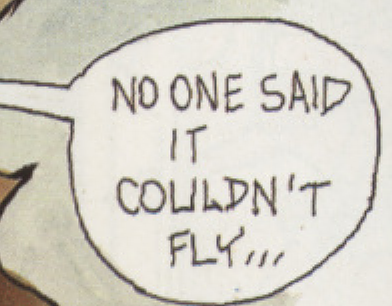


Time out! All the thrills 'n' spills of NBA action on your favourite palm-sized portable's enough to get anyone's balls bouncing. All the league's heroes are here, including the legendary Michael (my mate) Jordan and the whiter-than-white Larry Bird. Graphics are a bit sketchy at times but the animation's outstanding. The difficult-to-master controls put me off, but after a bit of practise I was sinking 30 footers with deadly accuracy. Six different game modes, including my favourite — the slam-dunk competition — means great variety and lastability. This side of the ocean, basketball has limited appeal and I'm sure this will be reflected in sales. A must for dedicated NBA fans, but a cart newcomers to the sport will find boring.

ACE 70%



Producer: ABSOLUTE ENTERTAINMENT ■ Players: 1 ■ Price: £54.99
Supplier: TELEGAMES Tel: 0533 880445







Another encounter with an enemy T-62. If you're feeling really adventurous, you can blow up these babies with your machine gun!

Super Battletank

SNES

War in the Gulf



Fancy a bit of flag waving and ego massage American style? Neither did GUNNS, but he played Super Battletank anyway. Ah well, let's go blast those towel heads!

WE SUSTAINED LOSSES IN OUR M1A1 ARMAMENT GROUP, BUT WE ARE BY NO MEANS LOSING THE GROUND WAR.

It weighs 63 tons, it's 20 feet long, 11.8 feet wide and 7.8 feet high. It's got a 120mm smooth-bore cannon, travels at a stately 42mph and was General Colin (pronounced Colon) Powell's big stick! Is it Stormin' Norman? Nope, it's a M1A1 main battle tank!

Flicking the sand from my battle dress, I sat down at the SNES and prepared for a duel in the dust. There's been a lot of razzamataz about this game but unfortunately the adage — 'don't believe the hype' — is distressingly true in this instance.

Super Battletank is an attempt to recreate combat conditions in the Abrams MBT during the Gulf War. It seems to me to be in rather bad taste and, given the way the tank absorbs the punishment dished out by the enemy, totally unrealistic.

To start with, you're confronted by a somewhat rotund shaven-headed type doing a nodding dog impression while explaining to you how to terminate the enemy ground and air units with extreme prejudice.

You're also told the folks back home are pulling for you and the president thinks you're real swell guys but can't be with you because he's got an appointment to have his nostrils plucked.

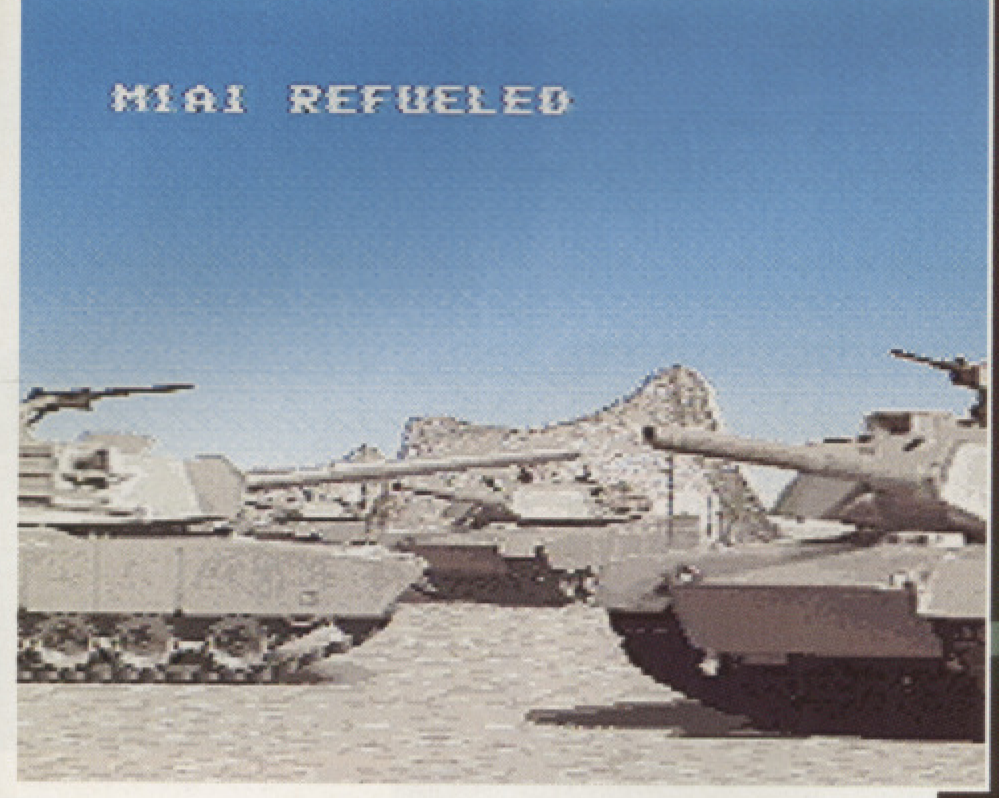
> **No great shakes in the gameplay stakes**

Healthy options?

There are only two options — play the game or switch it off — there's not even the choice of turning the music off which, by the way, is like a bad version of Churchill's State funeral.

Briefing complete, you find yourself in the driving seat of the Abrams looking out onto the parched landscape of the Gulf States. The graphics are great — smooth and flicker-free — but appear to have been programmed with monitor reproduction, not television, in mind.

Controls are standard and easy to



A refueling and repair stop at the Allied base somewhere deep in the desert. Use these wisely, as there's only one visit available per level.



Sitting duck in the desert: an enemy scud launcher. These don't move, and don't fire back. Still, they're good for target practise!



Your tank has a range of controls and instruments with details of weapons, damage and the amount of fuel left.







Helicopters are a real thorn in your side. Laser-guided shells and machine guns are the best answer.

understand and use, but there are many faults, such as turret traverse which is limited to a mere 15 or so degrees either side of dead-ahead, leaving you something of a sitting target generally!

One plus point's the sound FX used for the main and secondary armament firing — they're hot. It's a shame the tank engine sounds like a spin drier with a loose bearing and the enemy helicopter gunships are quieter than a Sinclair C5!

Operations happen mostly at night, making enemy tanks and copters even harder to see (the real Abrams has Infra Red Image Intensifying equipment, but it's not evident in the game). The bad vision robs you of excellent graphics and digitised screens.

War's hell — so's this

Despite this, it displays no great shakes in the gameplay stakes being both simple and very similar to the Atari vector graphic arcade classic — *Battle Zone*.

With only ten missions and no variation on skill or difficulty you should complete this after ten or so goes.

That's all there's to it. Although mildly distracting and possessing quite exceptional visuals, it's just too easy, lacking in variation and not good value for money.

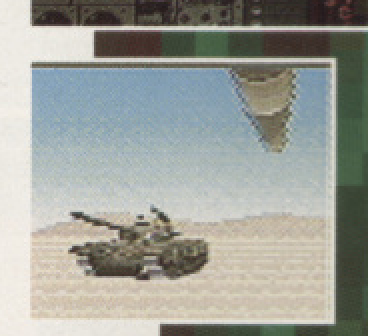
Bearing in mind the claim to realism, I laughed so hard my head nearly fell off when, after running out of ammo for the 120mm cannon, I was able to blow up a Soviet T-62 tank with a 7.62mm machine gun! All in all it's not a good game and in bad taste considering the tragic eventualities of the Gulf War. **GUNNS 59%**

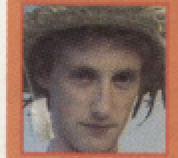




A pin-up board with black splotches on it? Use your imagination and it also looks like a satellite recon map...







Super Battletank is a good indicator of how far graphics have come in the past few years — visually it's a superb game, and the battle sound effects are hot. But the entire thing's let down badly by poor playability and annoying flaws. You can sit there for up to two minutes waiting to reach an enemy — try going any faster and you run out of fuel. There are no options, the update's shockingly bad, and enemy tanks appear to be able to reach speeds approaching 300mph at times. There are some nice pictures, it's a good idea, but they really should've put more time into making it more interesting and playable. **OZ 55%**

N RATING

92% VISUALS
● Superb! A shame the rest of the game doesn't approach this standard

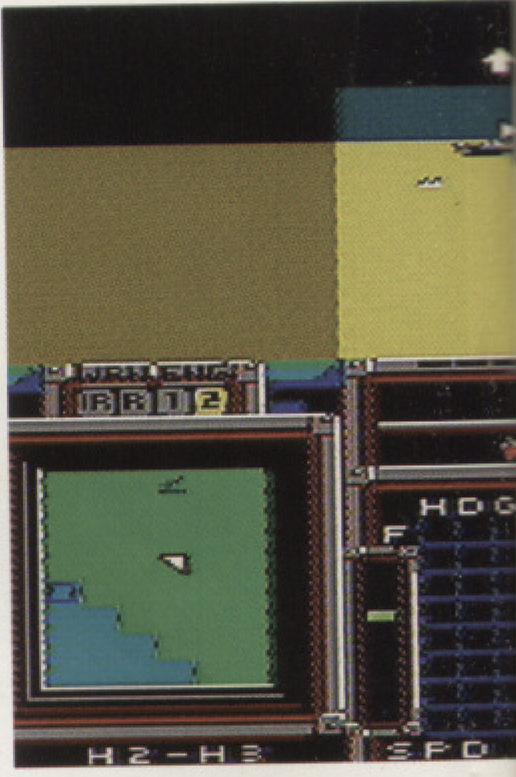
59% SONICS
● The soundtrack is dire! FX are realistic enough

55% PLAYABILITY
● Easy to play, maybe too easy. Why are there no options?

31% LASTABILITY
● Far too simple — could be completed in a very short time

57% FORCE
● Don't believe the hype — a distressingly true statement!





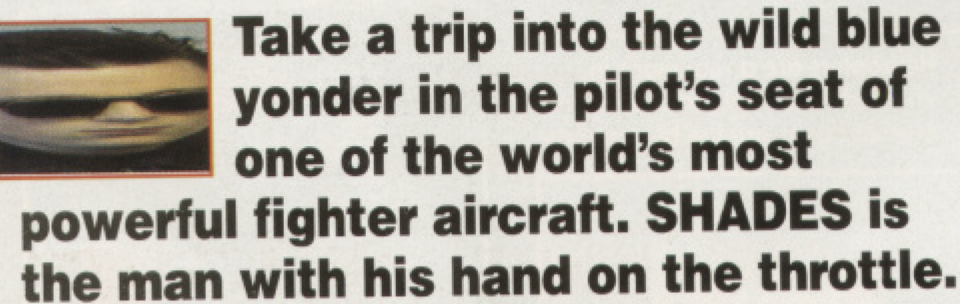
F-15 Strike E

Take a trip into the wild blue yonder in the pilot's seat of one of the world's most powerful fighter aircraft. SHADES is the man with his hand on the throttle.

Everyone dreams they can fly. Whether it's as a bird, a plane or Superman! Well now that dream can become reality — almost. MicroProse has one hell of a flight simulation to tempt you with.

Flying games on the NES up to now have been very limited. Most have simply been the usual zoom along and shoot set waves of enemies. *F-15 Strike Eagle* takes players into a whole new dimension of flight.

Not everyone will be an ace pilot to begin with. I say ace pilot, but our own Ace plopped off the end of the carrier into the ocean!



Choose the amount of control you want over the plane, be it easy for beginners or more challenging for the expert. Airman, pilot, combat pilot and ace are the categories — the higher up the rank you go, the more control you have.

Ace's High

In the airman category, things like take-offs and landings are all automatic, pilot's a tougher game, combat pilot gives unlimited flight control and ace throws players straight into dangerous combat.

There are seven missions to get stuck into (ahem!) but they're not all instantly accessible. Complete each in turn to lead to the next. When a mission's completed, you get a special pass code so you don't have to start from the beginning again.

"Have a whizz — it'll put you on cloud nine!"

To complete a mission, fly about the landscape, home in on flashing targets and destroy them. Do well and you might be awarded a shiny medal! Take your multi-million pound joyrider for a dip in the ocean and your face is creamed over the cockpit!

Of course the plane has a built-in radar to keep track of enemies closing in and the targets to aim for. Chaffs and flares can be launched to confuse radar-homing missiles. To retaliate, use sidewinders, amraams and maverick missiles to send any enemy dashing for cover.

Mean machine

Playing a two-player game can be done in two ways. One player taking on the pilot's role and the other the weapons officer or by playing two separate games, one player at a time.

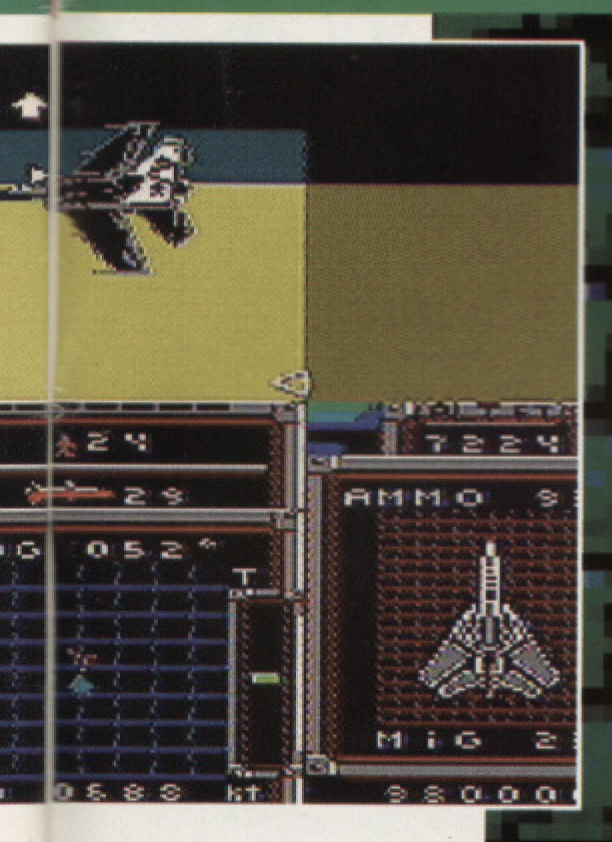
This is one mean flight sim. Throw away all the trashy attempts that have come before this and jump into the cockpit of an *F-15 Strike Eagle*.

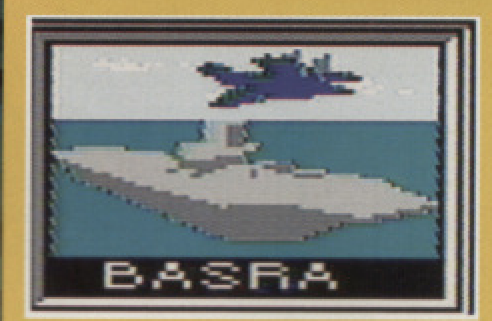
The graphics are simply outstanding with lots of animated sequences for take offs and landings plus the bonus award ceremony sequence where medals are handed out.

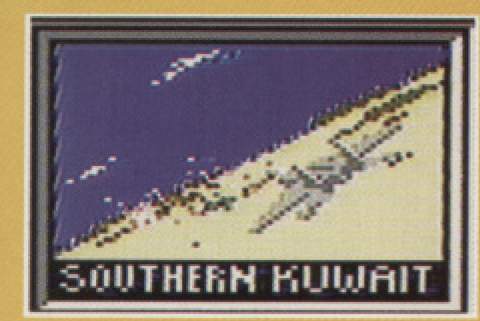
With a variety of difficulty levels and missions to fly through, players will be coming back again and again. Creating a flight sim for the NES was tricky for MicroProse. The company couldn't include all the realism it's famed for because of the console's limitations, but they've made an excellent job despite this.

If you want to go flying but haven't got the leathers of Gary Numan or the wings of Batman, then have a whizz about in *F-15 Strike Eagle* — it'll put you on cloud nine!

SHADES 88%















MicroProse has packed the game with missions to select. Choose from flights through the desert, over the ocean, non-stop dogfighting or bombing raids. Each has to be completed before players can have a crack at the next.

Eagle

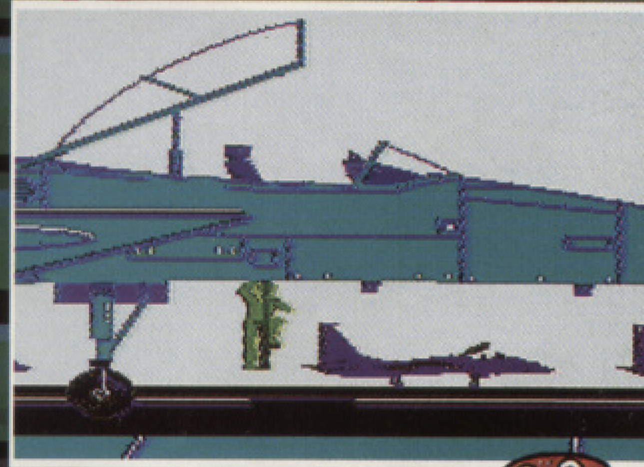






Yikes! It's a mutant fly man in the cockpit (left).

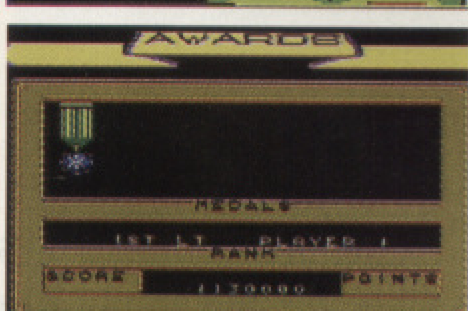
It's tough finding parking spaces for these F-15 jet fighters. They don't have burglar alarms either!





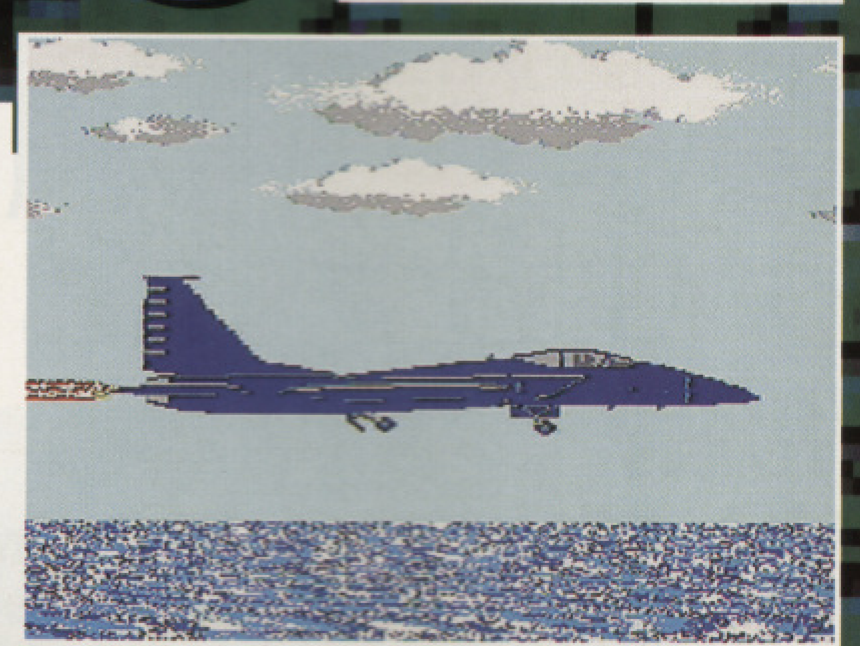
Time to whizz off on the next mission. Where do we fancy going today?





Complete the missions successfully and you will earn yourself a medal — and a place in Top Gun 2!





Flying off into the wide blue yonder. The sandwiches are packed, the thermos is full and it's time for a sing song. 'Flintstones, meet...



Yeeehaaa! Multiple bogeys, bearing one-five-zero degrees, 16,000 feet, nine miles and closing fast! IRI is on, ECM are on, solid tone on bogey one. We have a lock-on! Bird is away, hot and running clean and true! Fast, furious stuff and this is just what *F-15 Strike Eagle* delivers. Good solid arcade flight simulator fare with no messing about. No need to faff about trying to find your primary and secondary targets with maps and vectors — just point the plane in the right direction and that's it. The enemy planes waste no time in homing in on you, lobbing missiles and all sorts in the process. With the straight-forward gameplay, clean, clear graphics, excellent sampled speech and varying difficulty levels this is a quite superb game. Definitely one of the best on the NES and well worth a look if you like arcade action and/or flight simulators. **GUNNS 86%**

N RATING

90% VISUALS
- Great 3D landscapes and superb animated sequences

88% SONICS
- Lots of blasting effects, chattering digitised speech and music!

85% PLAYABILITY
- Plenty of missions and difficulty levels with rewarding medal ceremonies

89% LASTABILITY
- You just can't get enough! Pass me those flying goggles



87% FORCE
- MicroProse continues its tradition of creating excellent flight sims.

Producer: NINTENDO ■ Players: 1 ■ Price: £39.99
Supplier: KRAZY KONSOLES Tel: 0422 342901

GRUNT!

GASP!

!!

YOU SURE TOOK YOUR OWN SWEET TIME GETTIN' HERE, DORK!

Best of British

N.FORCE KNOCKOUT

SNES

The Legend of Zelda A Link to the Past

Princesses are always in trouble aren't they? Zelda's got herself trapped in a castle once more and needs rescuing. SHADES is the man for the job — he'll give her a tender kiss whether she needs waking or not!

Long ago in the land of Hyrule the people lived a peaceful life. They grew all their own vegetables, raised their own chickens and never missed an episode of *Home and Away*! The people had heard of a mysterious golden power radiated from a hidden land. Many attempted to seek the power, but none ever returned.

Then one day, the evil power started to escape and affect the innocent people. It was decided that seven wise men should seal the gate and put a stop to the nastiness.

Now the brutal wizard Agahnim's arrived and taken over from the king of the land. He's released the seal and is making all descendants of the wise men disappear one by one. The time will soon be up for Princess Zelda — unless some brave warrior can rescue her darn quick!

Move over Mario!

After Mario, Zelda is the next BIG Nintendo star. The beautiful princess has appeared in many games for the NES, but this is her debut on the SNES.

The main character's Link, but players can enter their own name which is then integrated into the story.

The land of Hyrule's made of villages, lakes, castles, eerie forests and rivers, with underground catacombs, tunnels and secret passages to explore as well.

Call up a map of the whole landscape to scroll and zoom using the amazing SNES custom graphic chips. Find the special magic mirror and a whole new world's opened up — does this game never end?

> "Simple effective graphics, but ultra-addictive"

There are many characters going about their daily business — villagers, guards, witches and woodland creatures. Stop and chat to some, essential for progress in the game. The friendly people provide clues for use later and even give you special items if you're nice to them. You make conversation at the touch of a button and select different replies with the joypad.

Bulging pants

But the best thing about Link are his brilliant Tardis-like trousers! No matter how much stuff you cram into his pockets there's always room for more (sounds familiar — Ed) — objects to discover and use are in all corners of the game.

Swords, pendants, boomerangs, magic potions, lamps and even bug-catching nets are useful, but there are a few red herrings dotted about too (that would explain the fishy smell!).

Link starts with four life credits and no magic power at all. Every blow from an enemy takes half a credit, but slash all the grass and greenery around to pick up extra energy, magic, coins and special life-restoring fairies.

It's big!

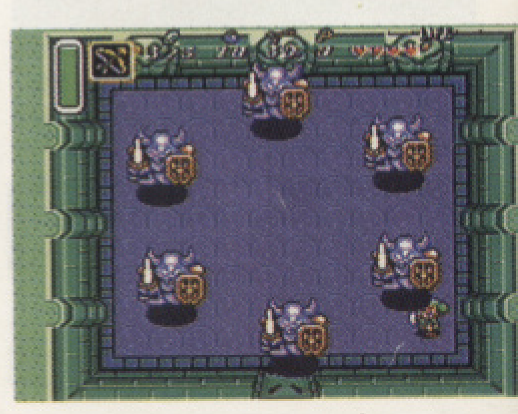
The Legend Of Zelda — A Link To The Past is a flippin' long title and one hell of a long game — no-one will complete it in a hurry.

The combination of mind-boggling puzzles, slash 'n' bash action and devilish guardians is excellent. Plus the sense of achievement when a particularly difficult puzzle gets sorted makes it ultra-addictive.

The landscape graphics are simple but effective, with a cartoon style that's unique to this type of game. Sprites are small, detailed and perfectly animated with bags of character.

This is a game that no SNES owner should be without. Get this for your software collection right now!

SHADES 95%





This is, quite simply, a damn fine arcade adventure. Bloody good spin 'n' scroll maps, bloody enormous playing area and bloody 'bloody' guardians. I normally give these games as wide a berth as possible, but on this fateful occasion Ed said 'Zelda' and as I turned to flee, she tripped me up. Next thing I know, I'm tied up and confronted by *The Legend of Zelda…* — so play it I did. Technically outstanding it was too. It's rare to find a game that excels in all fields but this manages, no problem. Puzzles, arcade action, graphics, evocative music, powerful story line with diverse sub-plots just exude the atmosphere of the heroic fantasy setting. Unfortunately being nothing more than a mentally disadvantaged kill-happy sicko, I couldn't stand it! But give it its due if you like this sort of stuff — it's an absolute must.

GUNNS 90%





To replenish your energy just find a pretty little fairy and use the sparkle dust. Oh, and pass the bucket too!

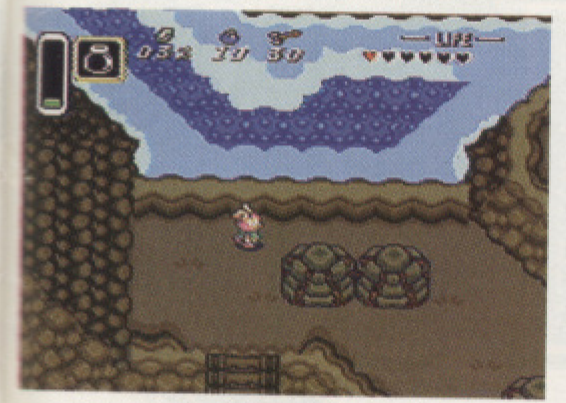


If in doubt ask a witch — this one looks like she's been on the magic mushrooms!

What's this I've found? It's a whistling rabbit giving a tune to the woodland creatures — how cute.



I'm a lumberjack and I'm okay. Everyone in this land's very strange indeed!

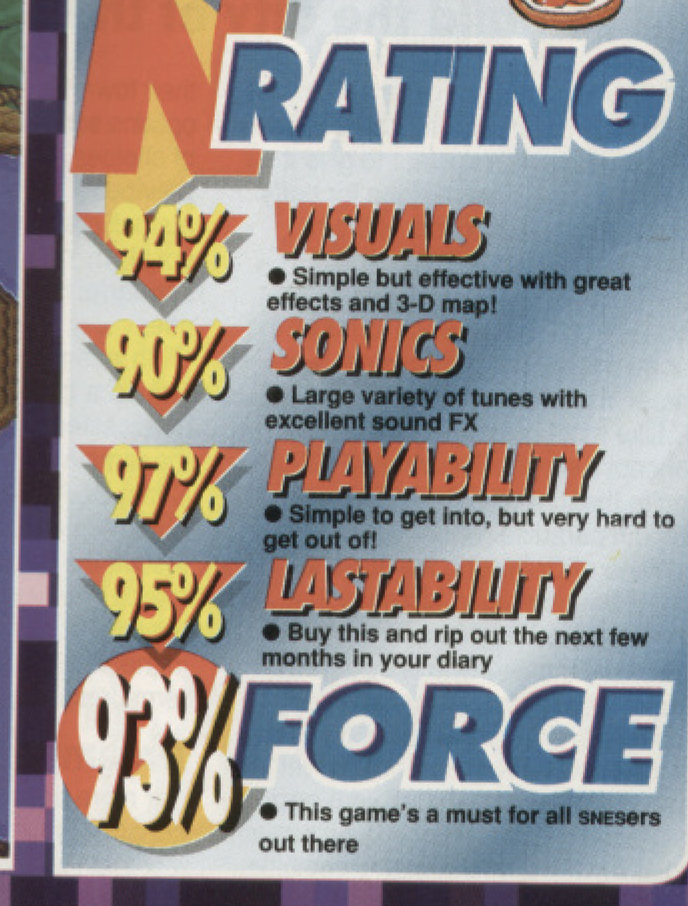


Hello! Pink, fluffy rabbits and strange lightning. What the flip's going on here? Weird!









N RATING

94% VISUALS
● Simple but effective with great effects and 3-D map!

90% SONICS
● Large variety of tunes with excellent sound FX

97% PLAYABILITY
● Simple to get into, but very hard to get out of!

95% LASTABILITY
● Buy this and rip out the next few months in your diary

93% FORCE
● This game's a must for all SNESers out there

Producer: NINTENDO ■ Players: 1 ■ Price: £39.99
Supplier: TELEGAMES 0533 880445



Sim City

With fluorescent hard hat, enormous bum cleavage and a pair of green wellies, ACE sets out to build the city of the future...

Holy skyscrapers, what a game! When *Sim City* first came into the office I was reluctant to give it a go. I'm not usually one for boffy simulations requiring lots of brain power — gimme a sports game any day! But one afternoon with this amazing cart was enough to make me eat my theodolite and consider a career in urban planning.

Like most brilliant titles the concept's simple. The year's 1900 and you're the mayor of an undiscovered utopian paradise. Under the able tutelage of Dr Wright, the aim's to create your own city. Increase the population to 500,000 and your municipal masterpiece is declared a Megalopolis. Now you've accomplished the task, spend all the taxes on wine, women and a novelty gold chain to sling around your neck!

Action's for one player but it's much more fun if a group of mates combine their town-planning talents. Go to the options screen and there is a multitude of choices awaiting. Restore a previously saved city, practise ideas on a small scale, start a new city from scratch, or select a scenario from six on offer.

In scenario mode, rebuild a city ravished by disaster. Resurrect the remains of West Coast USA after the horrendous San Francisco earthquake of 1906 or rescue the hapless citizens of Boston after a horrific nuclear melt down. In each differing case, alleviate immediate problems and restore long-term prosperity to your city.

> "Oozing playability from every pore!"

Dreamsville USA

Far more absorbing is the chance to construct your ideal town. There are 16 icons at your disposal, each representing a zone or city facility. Zones are areas designated for industrial, commercial or residential development.

If zones are appealing, residents build on the sites you lay down. Proximity to road, rail, parks and power sources affect the attractiveness of a zone to potential residents. City facilities, including airports, sports arenas, police and fire stations, also enhance the allure of industrial, commercial and residential zones.

Now the basic economics are out of the way, let's build a megalopolis. Name your city and choose a difficulty setting. The different settings relate to the amount of initial funds at your disposal (easy $20,000, medium $10,000 and hard $5000).

Step one's to find a power station site. Choose between a coal plant ($3,000 and highly polluting) or nuclear plant ($5,000 and non-polluting).

Connect zones and facilities to the power supply, build endless dual carriageways (Milton Keynes-style roundabouts optional). Next, a regional rail line (stale pork-pies and leaves on the track essential!), set the fiscal budget and sit back and watch the residents flood in — or not, as the case may be!

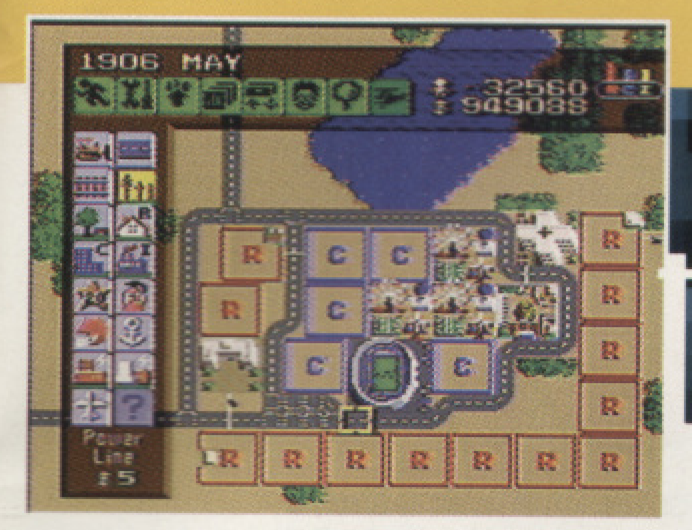
Super Mario world

Careful though, keep an eye out for increasing pollution and traffic congestion. As your city grows, you receive gifts such as a zoo, amusement park, bank, and even a Mario monument! Gifts to the city raise cash and improve land values. However, there can be hidden problems. Although the casino brings $100 to the community, its presence also raises crime in the vicinity.

Check the popularity rating to see what the citizens think of your talents as mayor. Keep 'em happy or they won't vote for you in the next election.

Information from maps, graphs, polls and tables helps plan the city's growth and keeps you posted on a variety of factors including government services and population density.

It's baseball caps off to the



1906 and this new development's still a sleepy hamlet. Building a sports stadium attracts residents and shops.

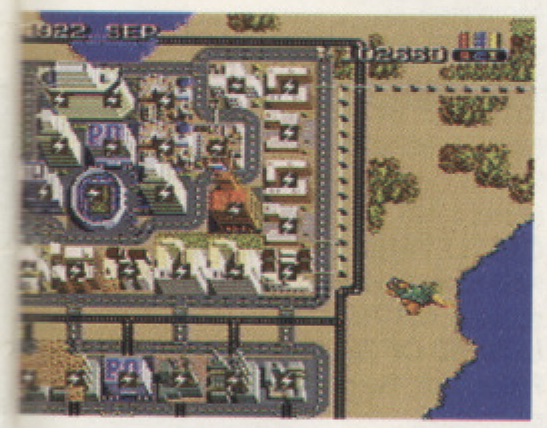


Two years later residents are begging to get in. Multi- storey shopping centres dominate the scene.

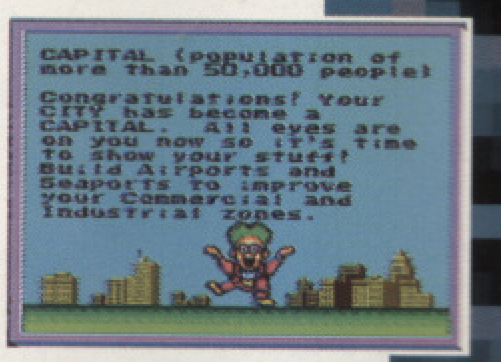


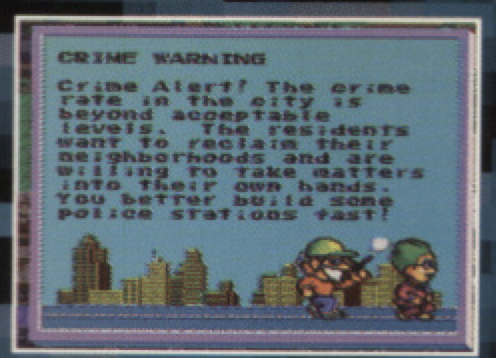
Fifteen years on, the Industial zone has boosted population further. Note the two hospitals.





The king of the Koopas has cut off the power to Shades' house and now he's off to munch some candy floss.





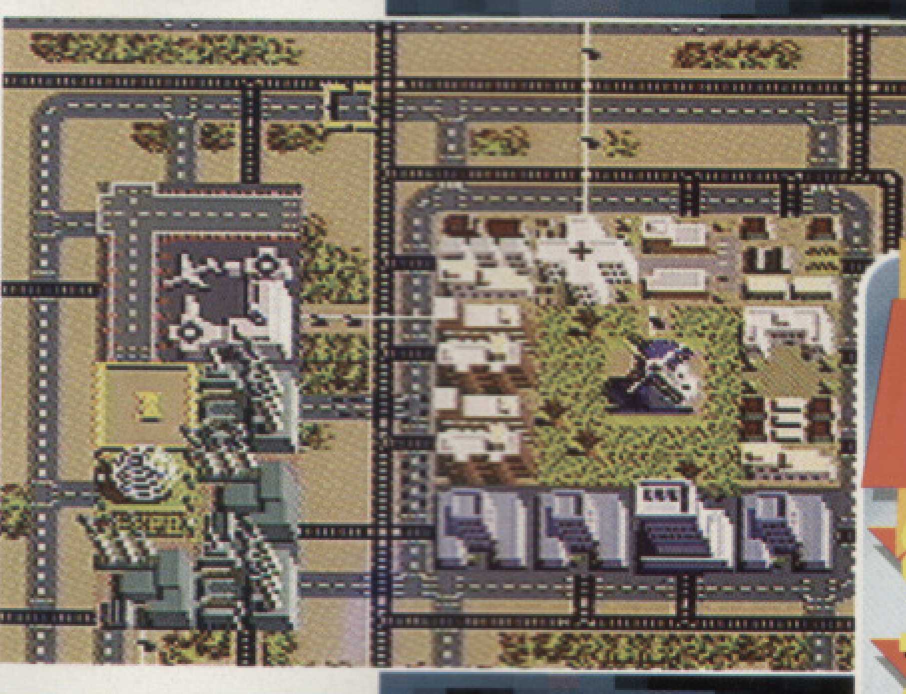
programmers cos they've come up with one of the most absorbing titles I've ever had the pleasure of playing. Oozing playability from every pore, addictive's not the word! Access to icons is so easy, once you start it's almost impossible to stop.

Auto sim!

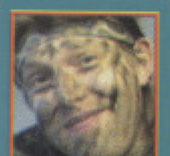
Four speed modes means if you're busy you can leave it running all afternoon and nip back every hour to check progress. Action's viewed from above in detailed 3D graphics which vary according to population levels. With 1,000 different landforms to build your city on and six rebuilt city scenarios to conquer, lastability's phenomenal.

In-game sonics are low-key. The amazing SNES sound chip's only called on to perform mundane background ditties — best turned off.

If you're looking for a refreshing alternative to the numerous platform and beat-'em-ups, then *Sim City's* an ideal purchase. Addictive and challenging, it's the ultimate test of your strategy skills. **ACE 92%**







Have you ever wanted to install a fascist state with police rule or a bleeding-heart liberal green-belt fiasco? Build up the residential, commercial and industrial base until your tiny town explodes into a seething urban sewer of drugs, violent crime and unemployment? Create parks, fairs, low taxes, creches, concrete cows and thus the digital equivalent of Milton Keynes? If so, buy *Sim City*. Basically this is one helluva game — even my genocidal tendencies were catered for with the disasters section including plane crashes, tidal waves and even the occasional tower block-eating monster! With just superb everything throughout, this is a must! **GUNNS 94%**

N RATING

80% VISUALS
● Distinct and colourful — plenty of variety for different seasons

70% SONICS
● Uninspiring background music repeated endlessly!

92% PLAYABILITY
● Brilliant and addictive gameplay — you won't be able to stop

93% LASTABILITY
● 1,000 landforms, three difficulty levels and millions of possibilities

93% FORCE
● Super strategy sim — all a would-be mayor could ever ask for!

HYPER-ZONE!

Well, we've only got one thing to say to you lot — **'you lyin' gits!'** If you really think we believe the complete *whoppers* you've been feeding us about your so-called high scores, you must be a bunch of lemons! However, your buckets full of bull give us a giggle every month, so keep sending your triumphs, with a mug-shot for the rogues' gallery, to: **HYPER-ZONE, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW**.

The best gets a wild N-FORCE T-shirt — don't miss it!

SUPER MARIO WORLD ■ SNES ■
James Eldred, nr Royston, Herts
score: 9,999,990
F-ZERO ■ SNES ■
Anthony Marvell, Hitchin, Herts.
score: 29,300
SUPER MARIO LAND ■ GB ■
Martin Ritchie, Northumberland
score: 999,999
TURTLES ■ GB ■
Steven Maydew, Warle, West Mids.
completed
SUPER MARIO BROTHERS 3 ■ NES ■
Mr S Stuart, West Mids.
score: 9,986,450, 99 lives
TINY TOONS ■ GB ■
Martin Davidson, Birmingham
completed
MEGA MAN 2 ■ GB ■
Martin Davidson, Birmingham
completed
SUPER SMASH TV ■ SNES ■
Peter Lock, Burgess Hill, West Sussex
score: 64,532,165
SUPER MARIO BROTHERS ■ NES ■
CK Ryan, Roehampton, London
score: 9,999,990 & 100 men
RAD GRAVITY ■ NES ■
CK Ryan, Roehampton, London
score: 237,438
TIME LORD ■ NES ■
C. K Ryan, Roehampton, London
score: 5,423,905
SUPER R-TYPE ■ SNES ■
Patrick Burke, Portsmouth, Hants
score: 1,700,582
DOUBLE DRAGON II ■ NES ■
John Butchard, Liverpool (11)
score: 92,940
DUCK TALES ■ NES ■
Mark Foale, Amersham, Bucks
score: $10,560,000, completed.
ROBOCOP 2 ■ GB ■
Stuart Styles, Halesowen, West Mids.
10 lives
KABUKI — QUANTUM FIGHTER ■ NES ■
James Drinkwater, Knowle, West Mids.
completed in 1 life
PROBOTECTOR ■ NES ■
James Drinkwater, Knowle, West Mids.
completed in 4 lives
POWER BLADE ■ NES ■
Paul Kelly, St Helens, Merseyside
completed
DUCK HUNT ■ NES ■
Chris Hatt, Chatham, Kent
round 35
STREET FIGHTER II ■ SNES ■
James Eldred, nr Royston, Herts
completed
AREA 88 ■ SNES ■
James Eldred, nr Royston, Herts
score: 1,921,764
SUPER MARIO BROS 2 ■ NES ■
Mark Foale, Amersham, Bucks
completed with 40 lives left
GRADIUS ■ NES ■
Tim Frudenbeg, Sheerness, Kent
completed three times in one go
BUGS BUNNY ■ GB ■
Ben Meagor, Brixham, S Devon
completed
DONKEY KONG CLASSIC ■ NES ■
Ben Meagor, Brixham, S Devon
completed
WWF ■ SNES ■
Mark Hayes, Sydenham, London
completed
CONTRA III ■ SNES ■
Jon Butler, Luton, Beds
completed
SUPER TENNIS ■ SNES ■
Gary Smith, Basingstoke, Hants
won women's tour: 380 pts.
GOLF ■ GB ■
John Holliday, Richmond, N Yorkshire
score: -9
MYSTICAL NINJA ■ SNES ■
Peter Lock, Burgess Hill, West Sussex
completed
SUPER GHOULS N GHOSTS ■ SNES ■
Michael Tung, Christchurch, Dorset
completed
CAPTAIN SKYHAWK ■ NES ■
Mark Foale, Amersham, Bucks
completed, 643,400
BART SIMPSON ■ GB ■
Steven Curtis, Tamworth, Staffs
score: 1,191,552
CASTLEVANIA 4 ■ SNES ■
Neill King, Queniborough, Leicester
score: 1,456,750
LEGEND OF ZELDA ■ NES ■
Peter Lock, Burgess Hill, West Sussex
completed.

Brace yourselves for an incredible FREE 100-PAGE SNES TIPS BOOK, featuring a wad of exclusive tips on the biggest beat-'em-up of the year. Which is it? WHAT THE HELL DO YOU THINK?

TIPS FORCE
STREET FIGHTER II

Next Month!

■ Stay tuned for our stack of SNES reviews, including Prince of Persia and the wacky shoot-'em-up, Parodius — the latest in the Konami range.

■ For Game Boy fiends we've got the add-on spesh we didn't have room for this issue, plus hot reviews of *WWF Superstars 2*, *Bart Vs The Juggernauts* and much much more!

■ And for NESers we've got the latest WWF phenomena and the mega *Ferrari Grand Prix* from Acclaim — and that's just for starters!

■ Don't miss N-FORCE #4 — Britain's biggest and bestest mag for Nintendo fiends — on sale from September 3!

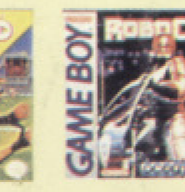
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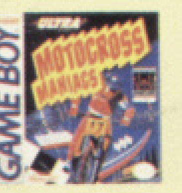
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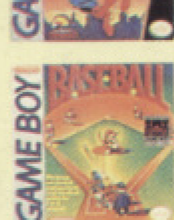








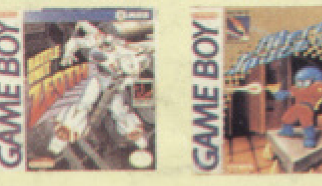
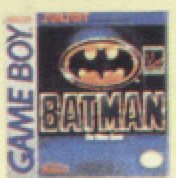













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